

FIG. 1

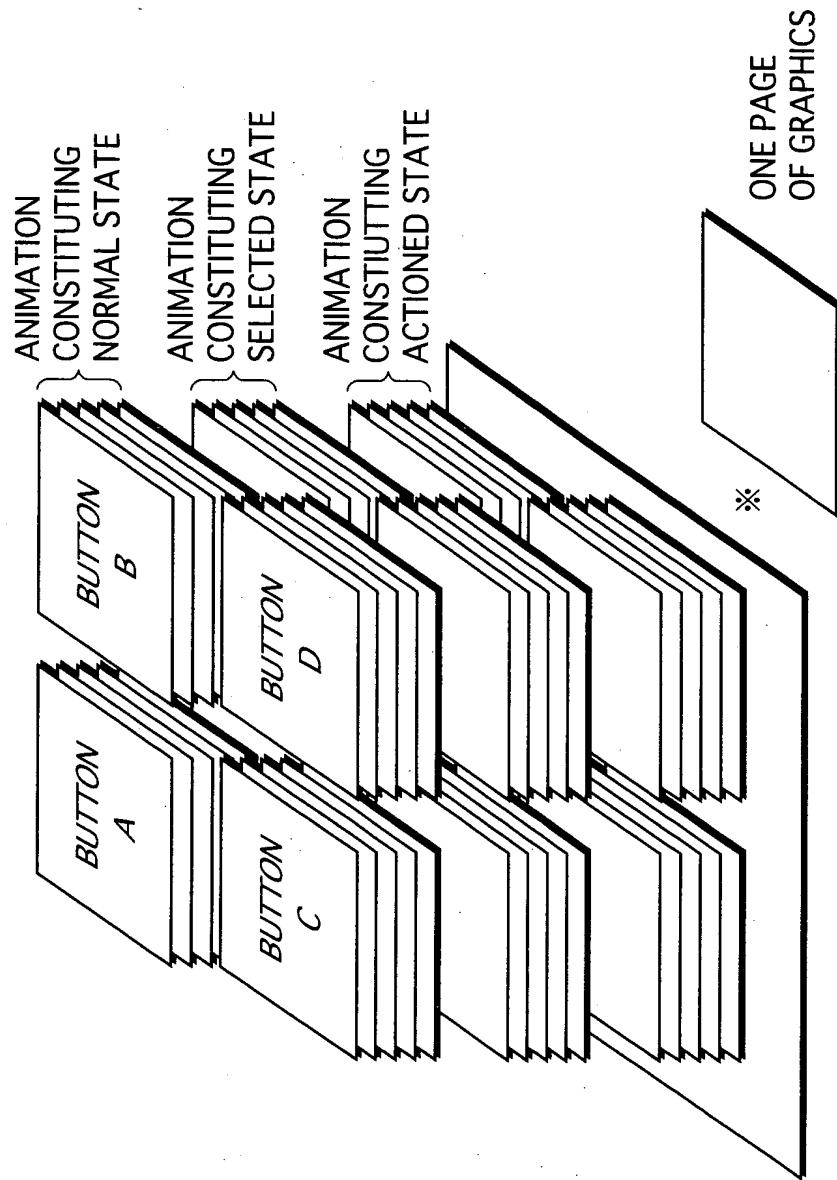


FIG.2A

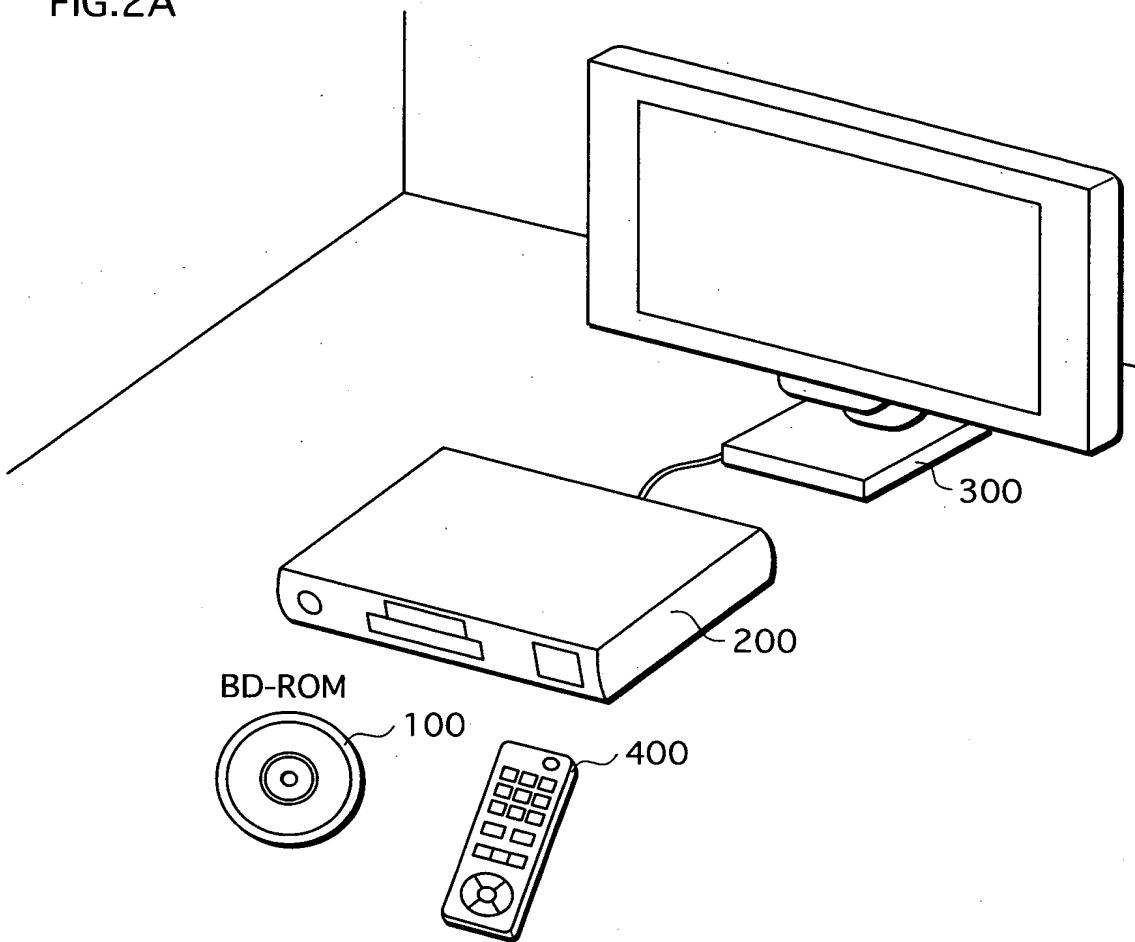


FIG.2B

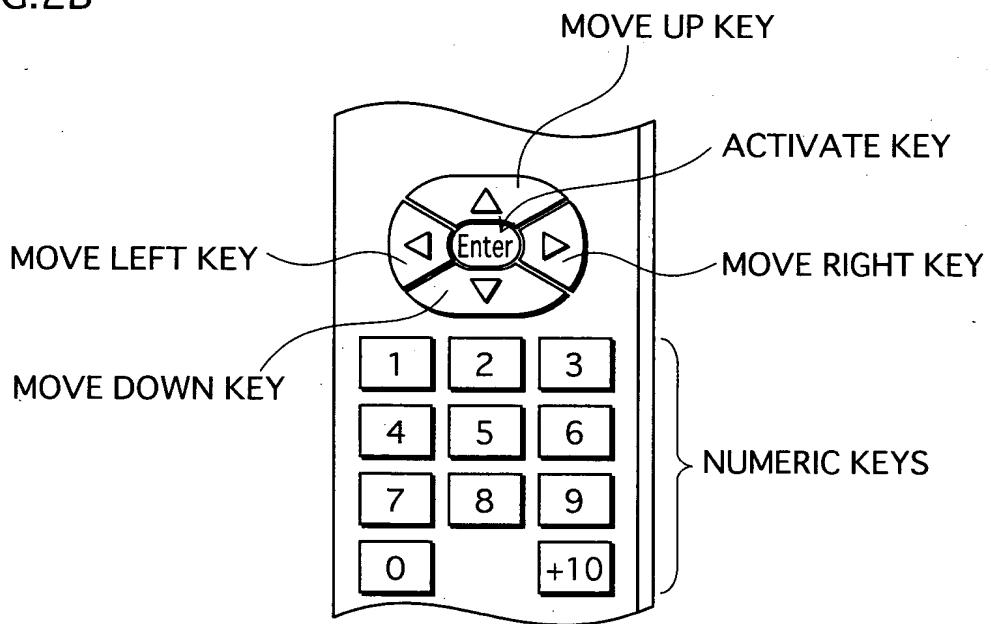


FIG.3

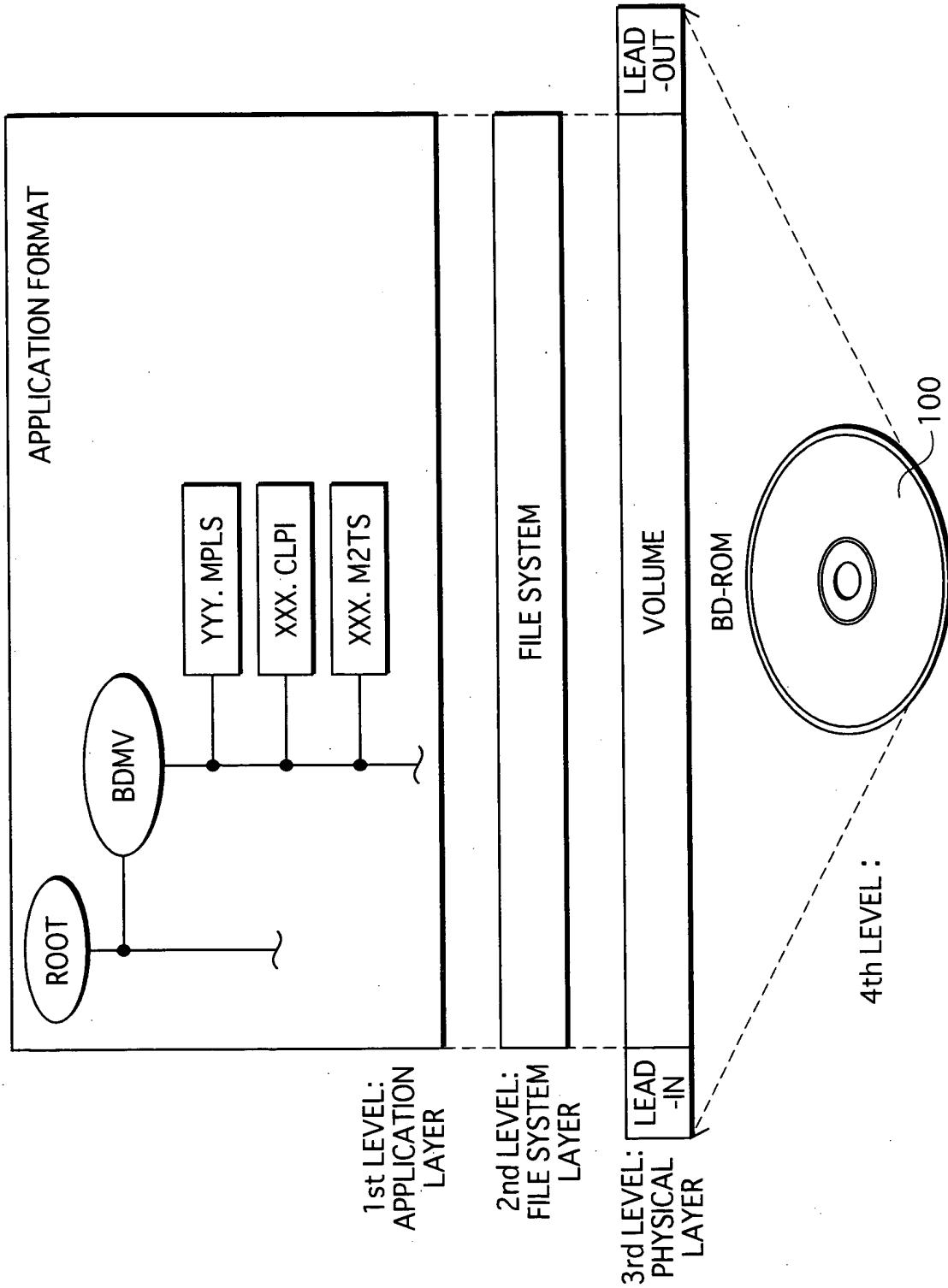


FIG. 4

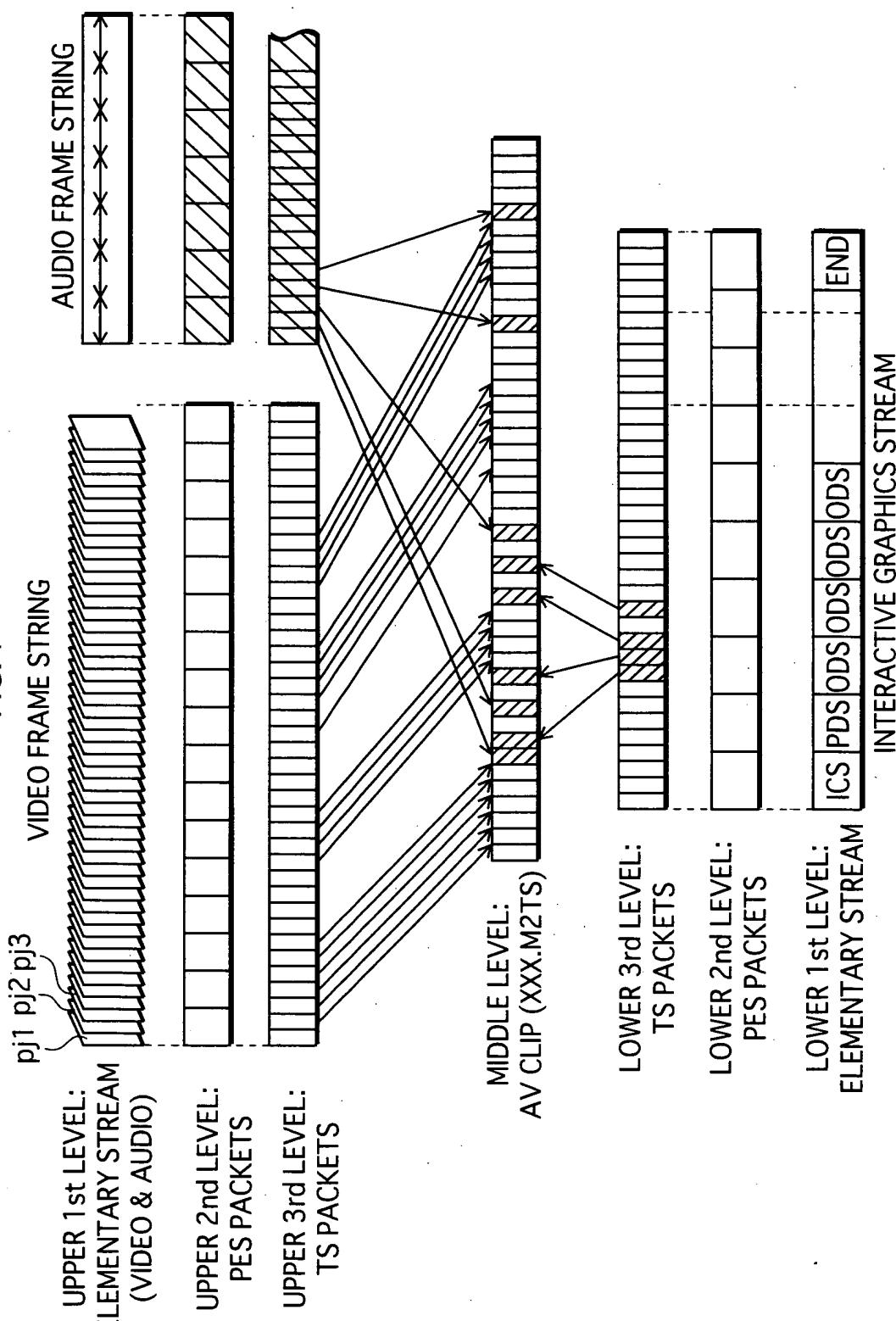


FIG.5

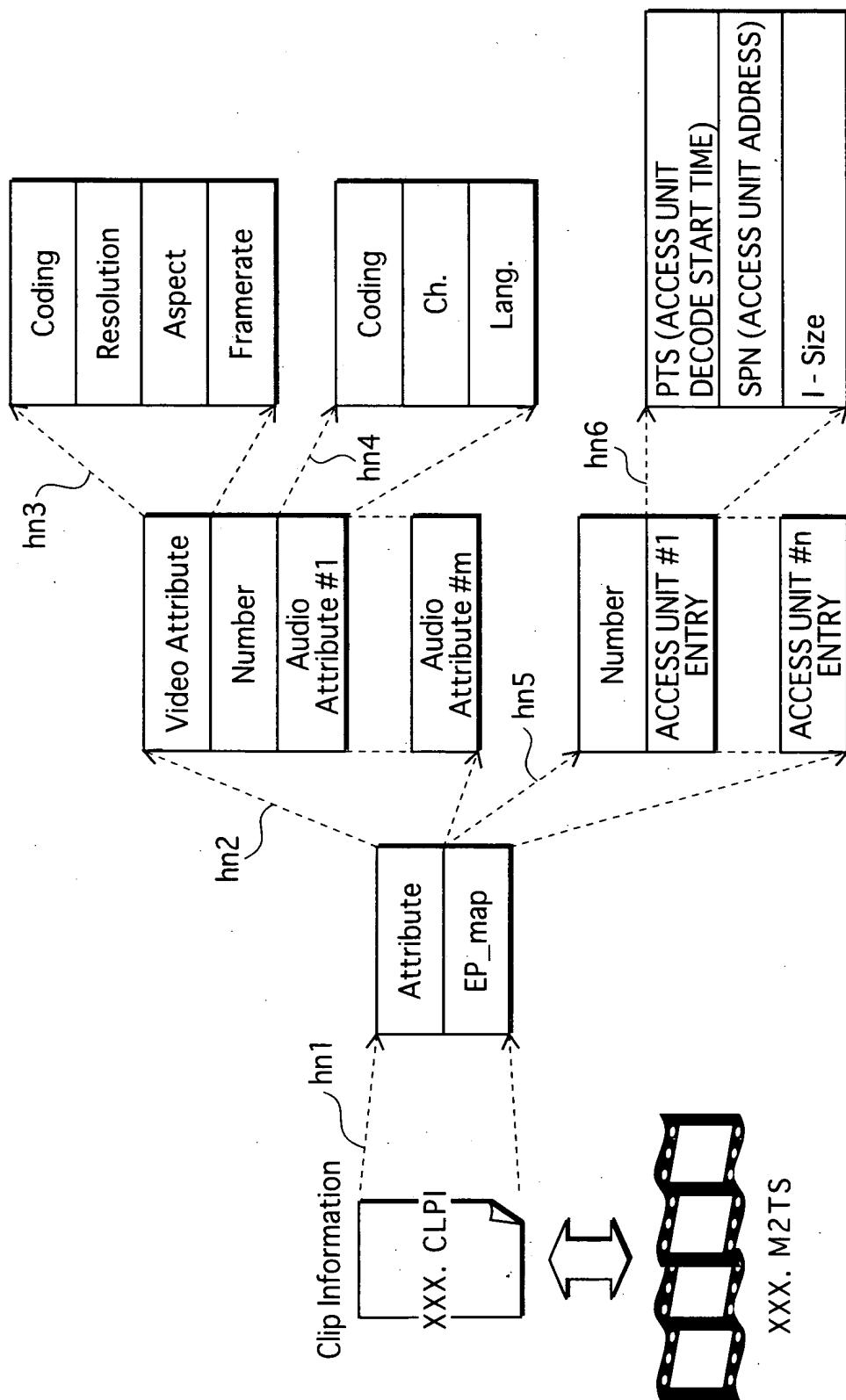


FIG.6

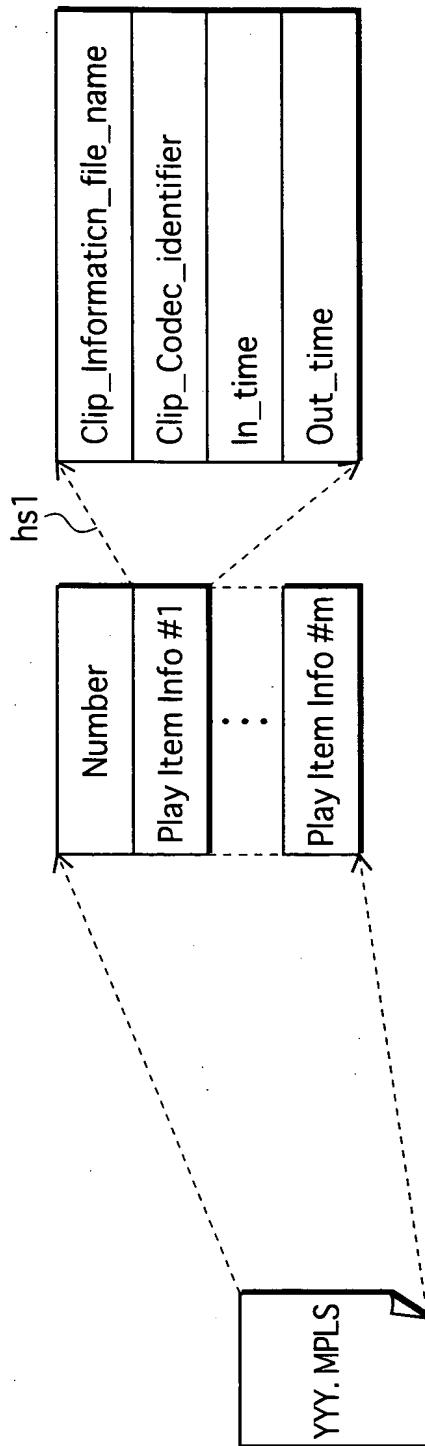


FIG. 7

STATIC SCENARIO

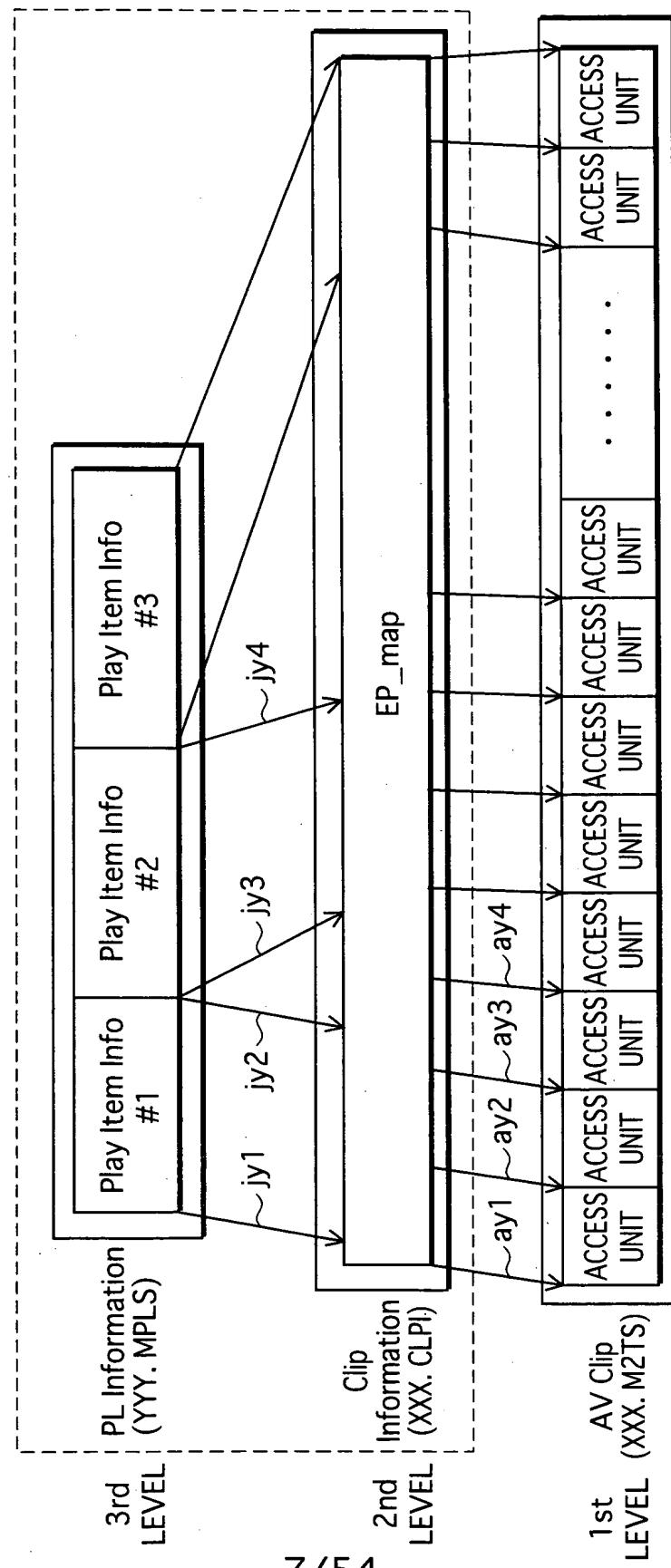


FIG.8A

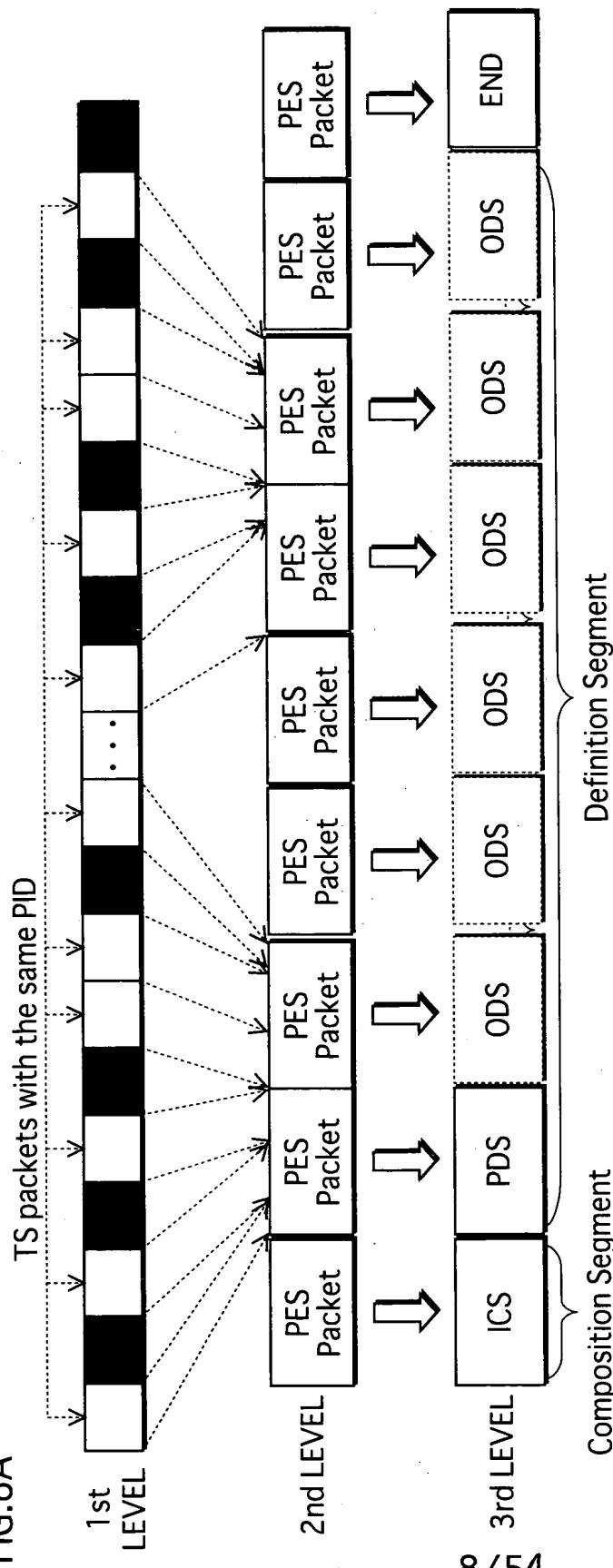


FIG.8B

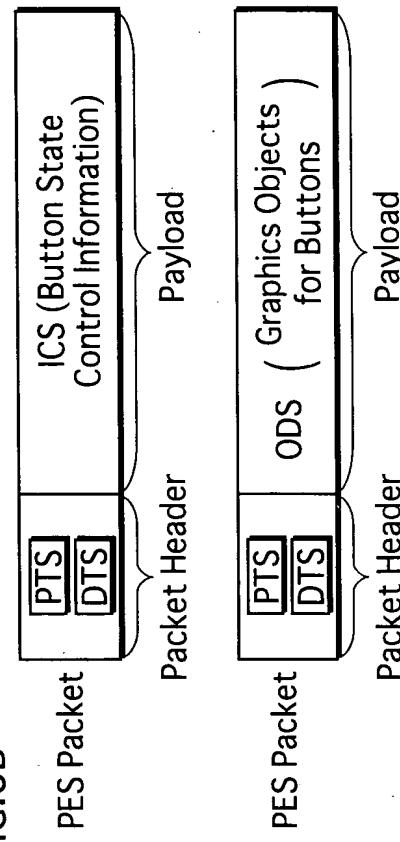


FIG.9

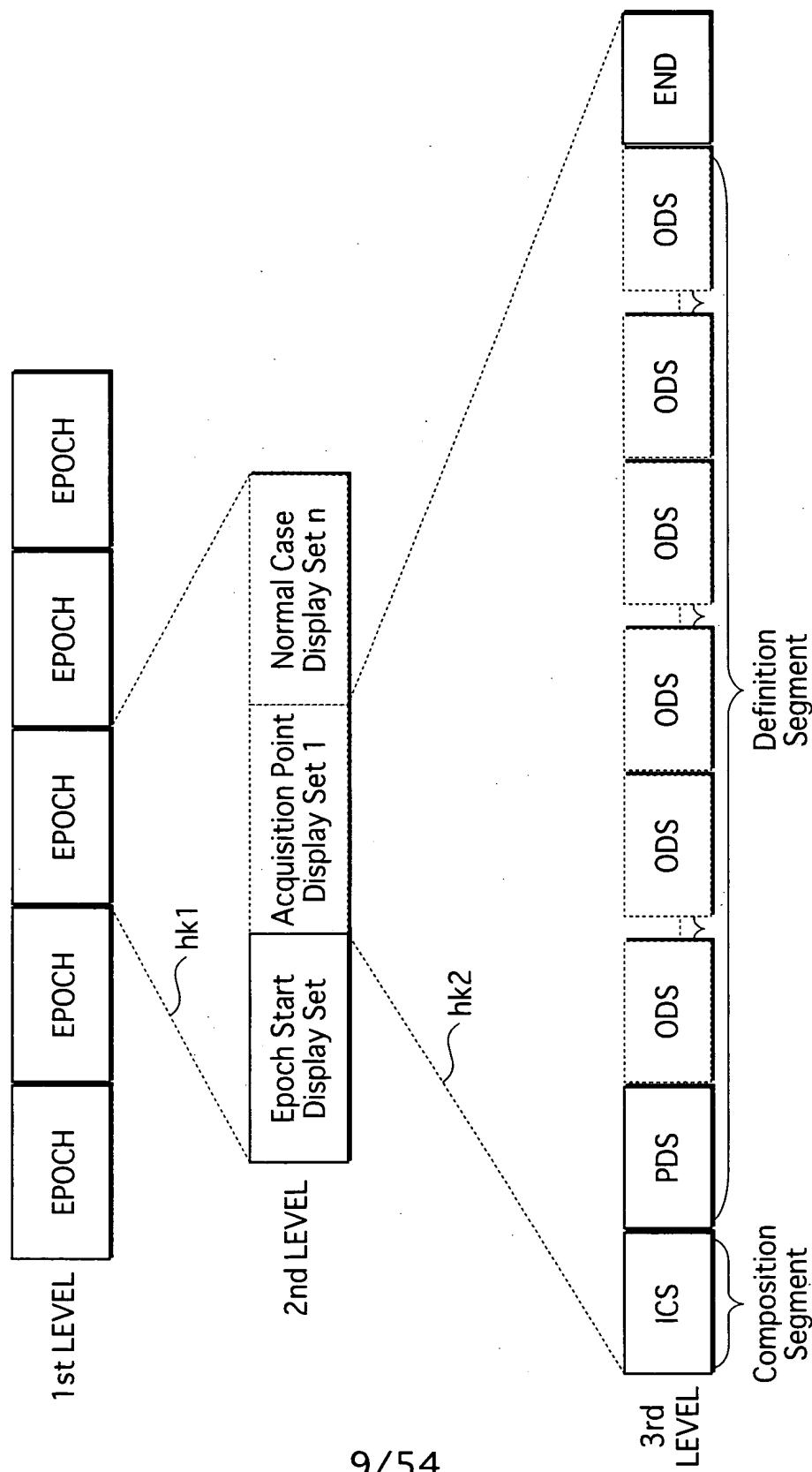


FIG.10A

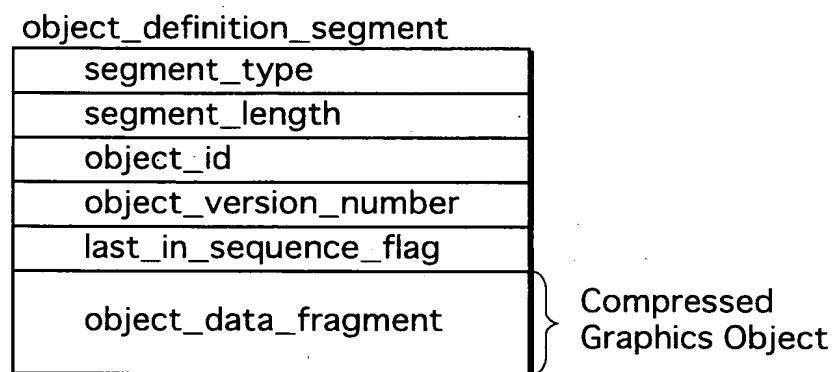


FIG.10B

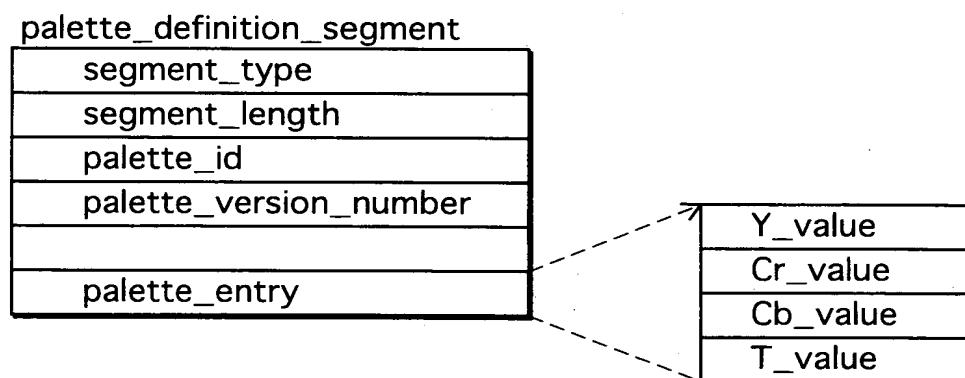
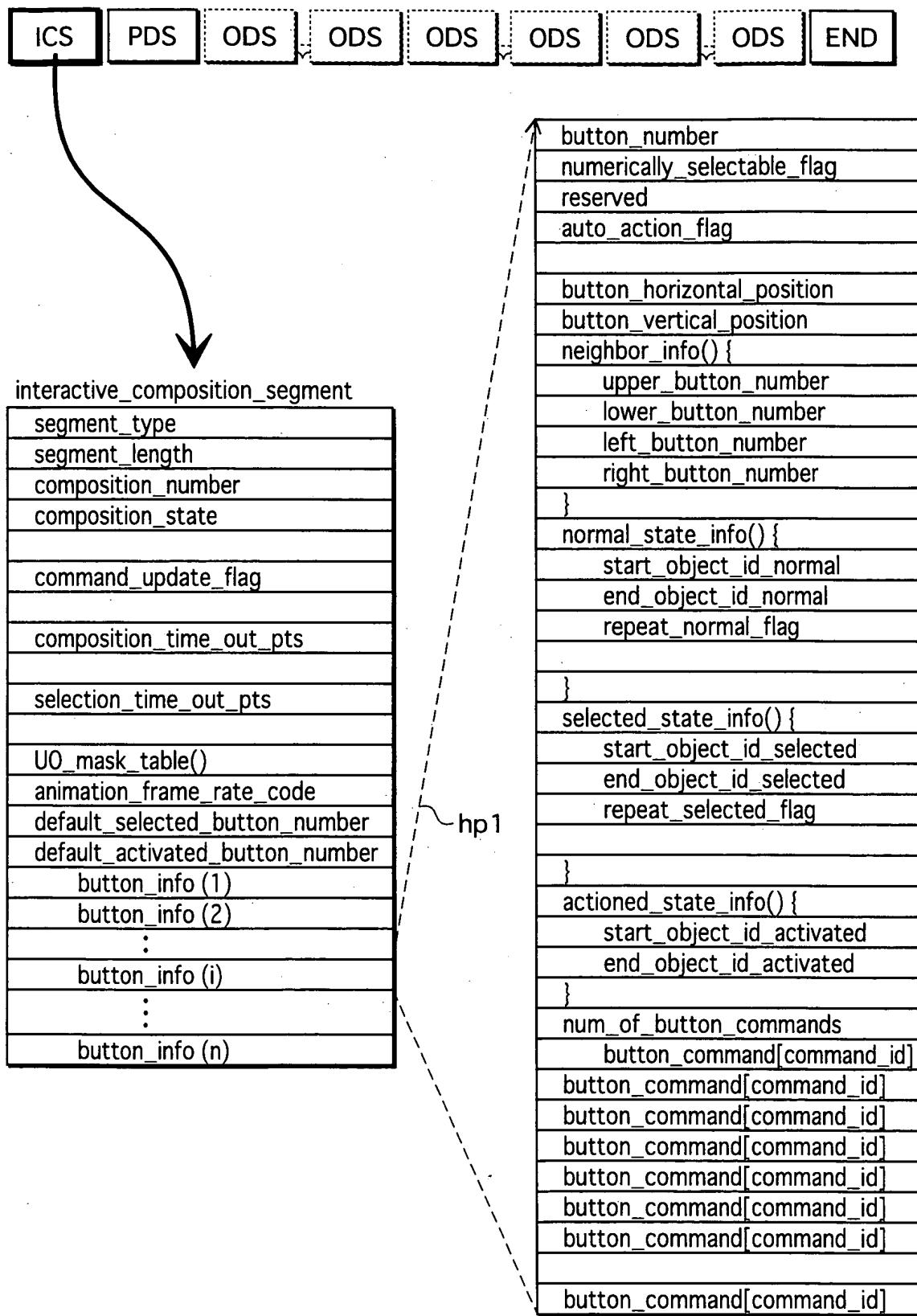


FIG.11



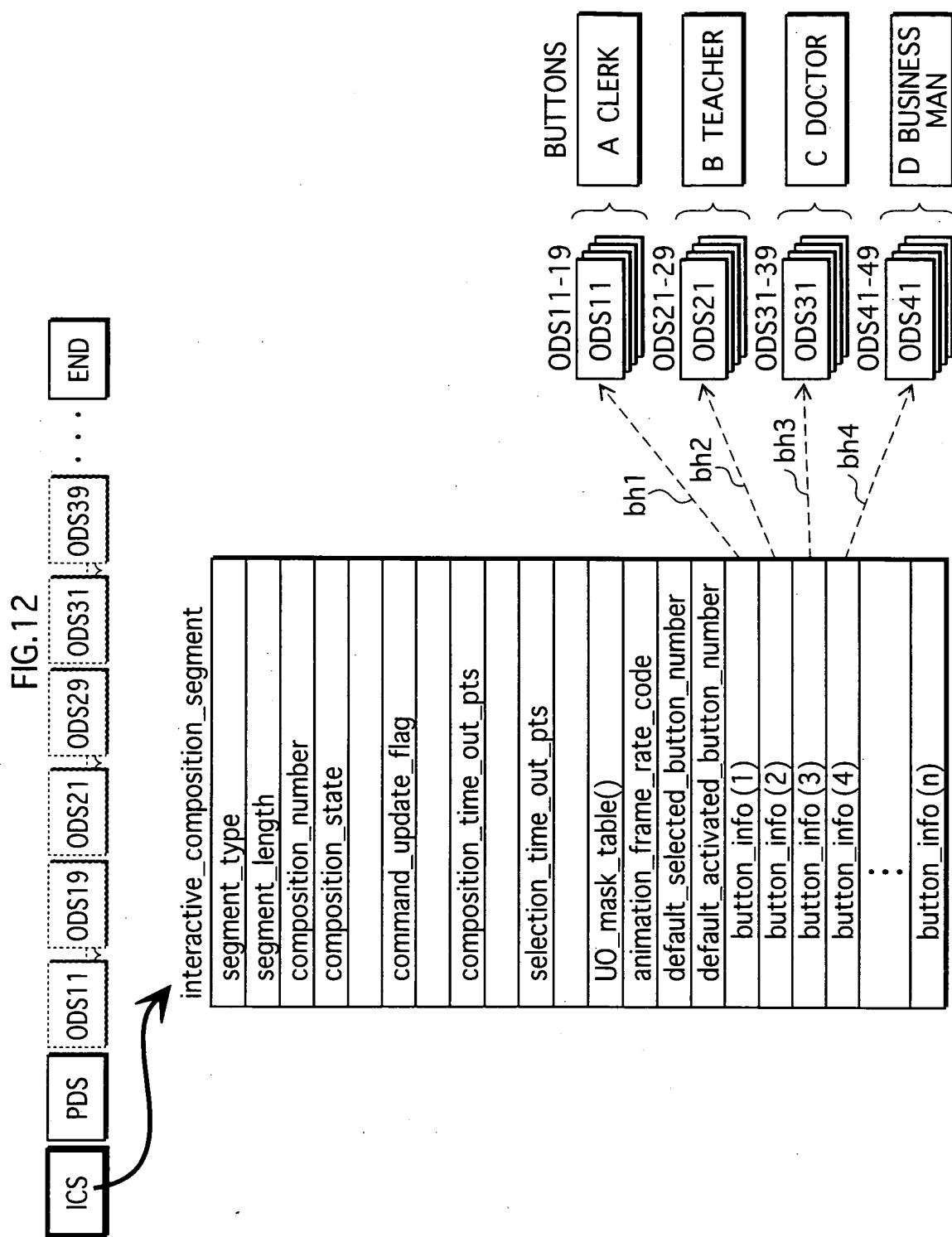


FIG. 13 PICTURE pt1 TO BE DISPLAYED IN SYNC

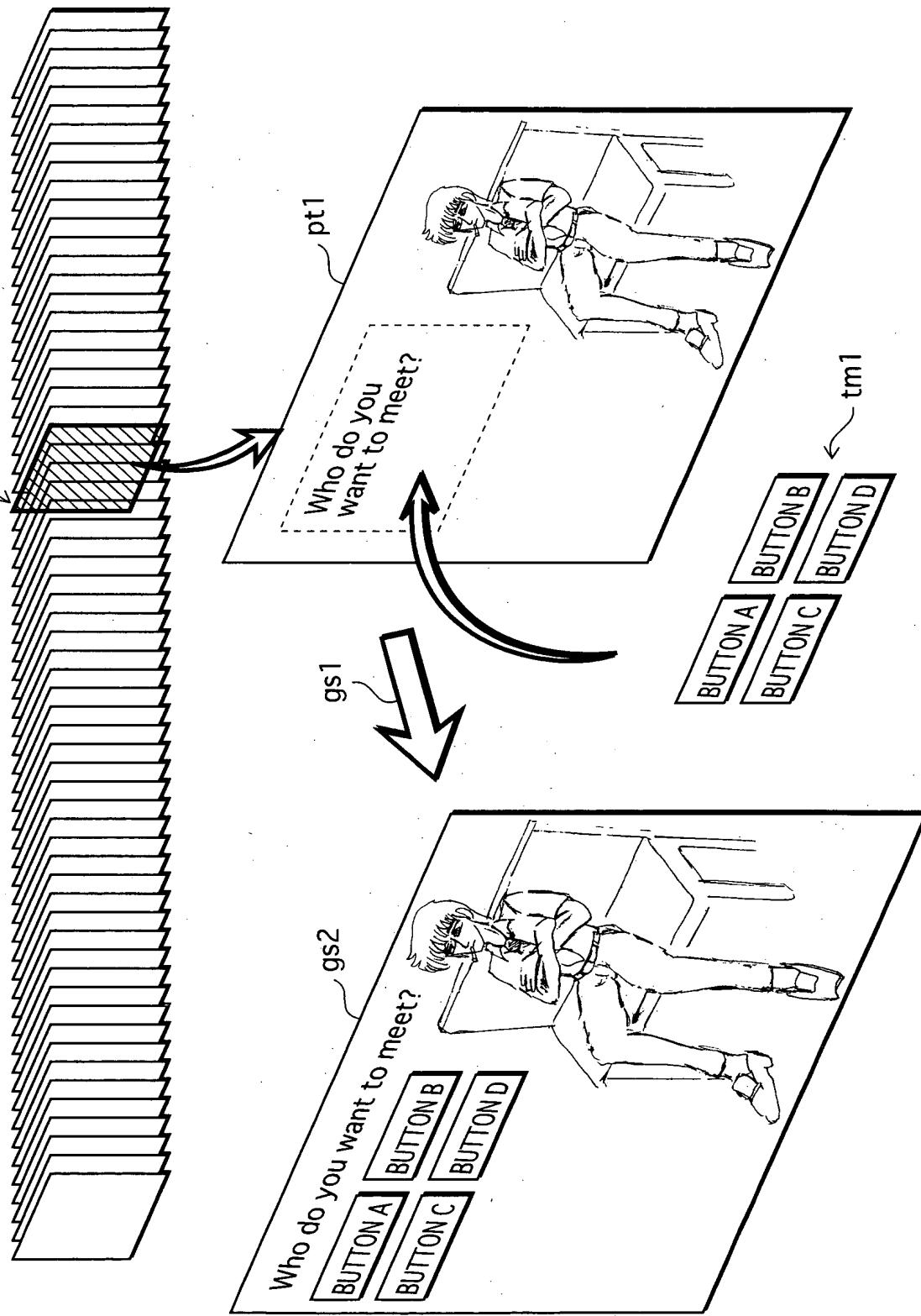
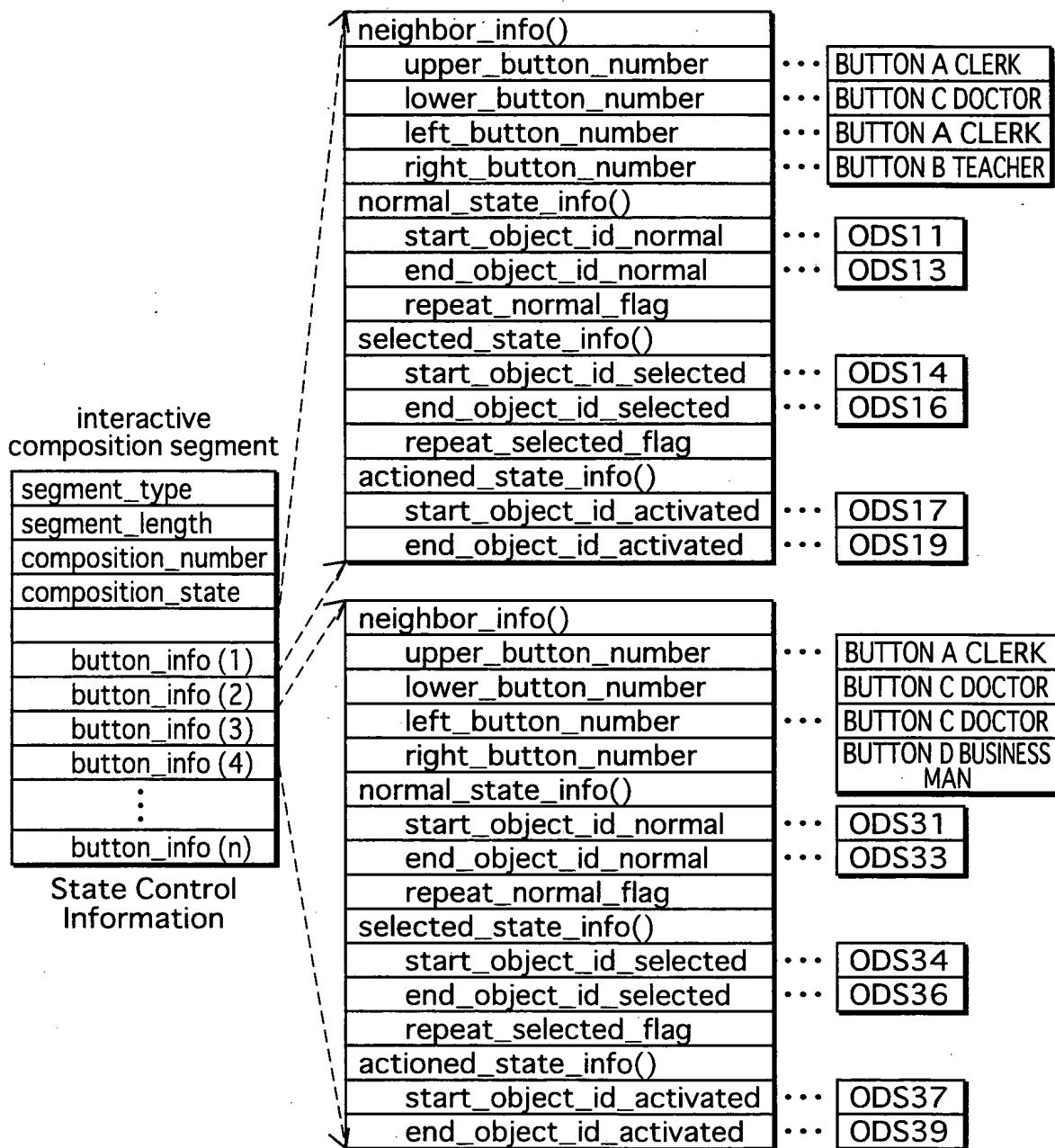


FIG. 14



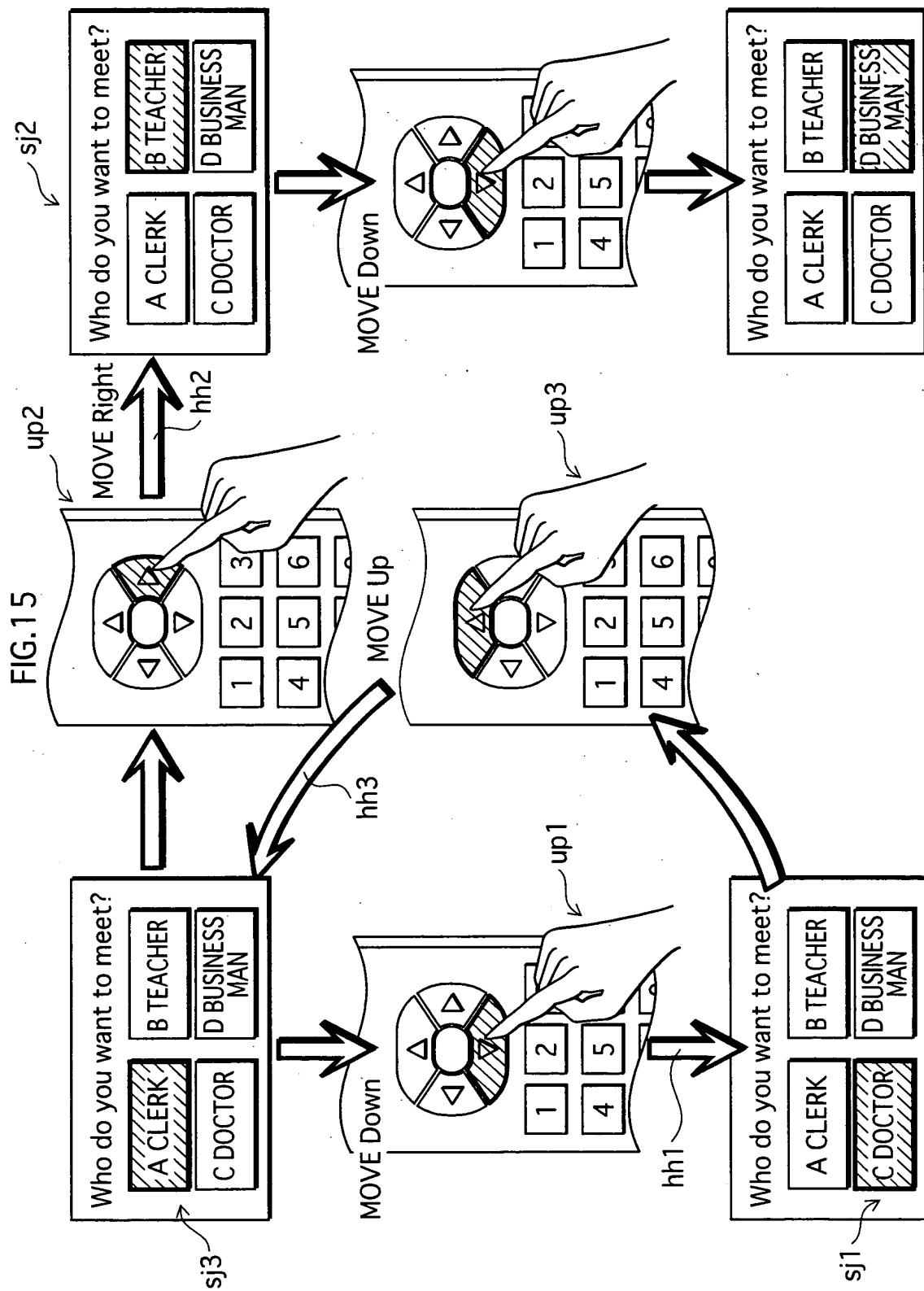


FIG.16

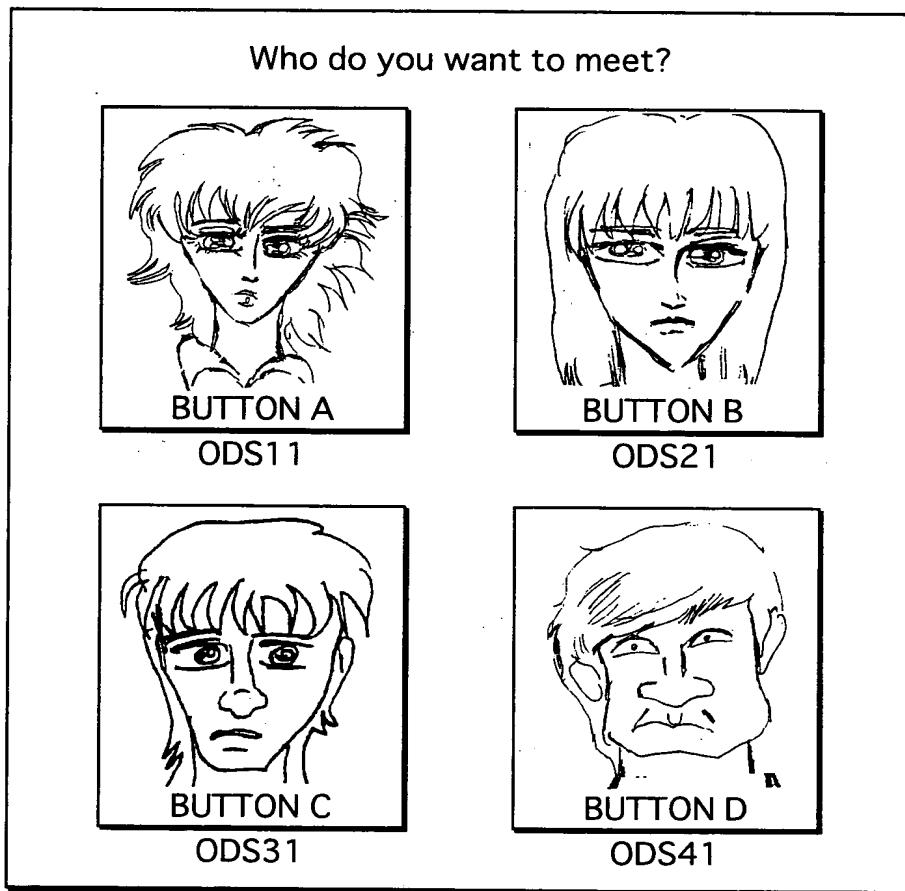


FIG.17

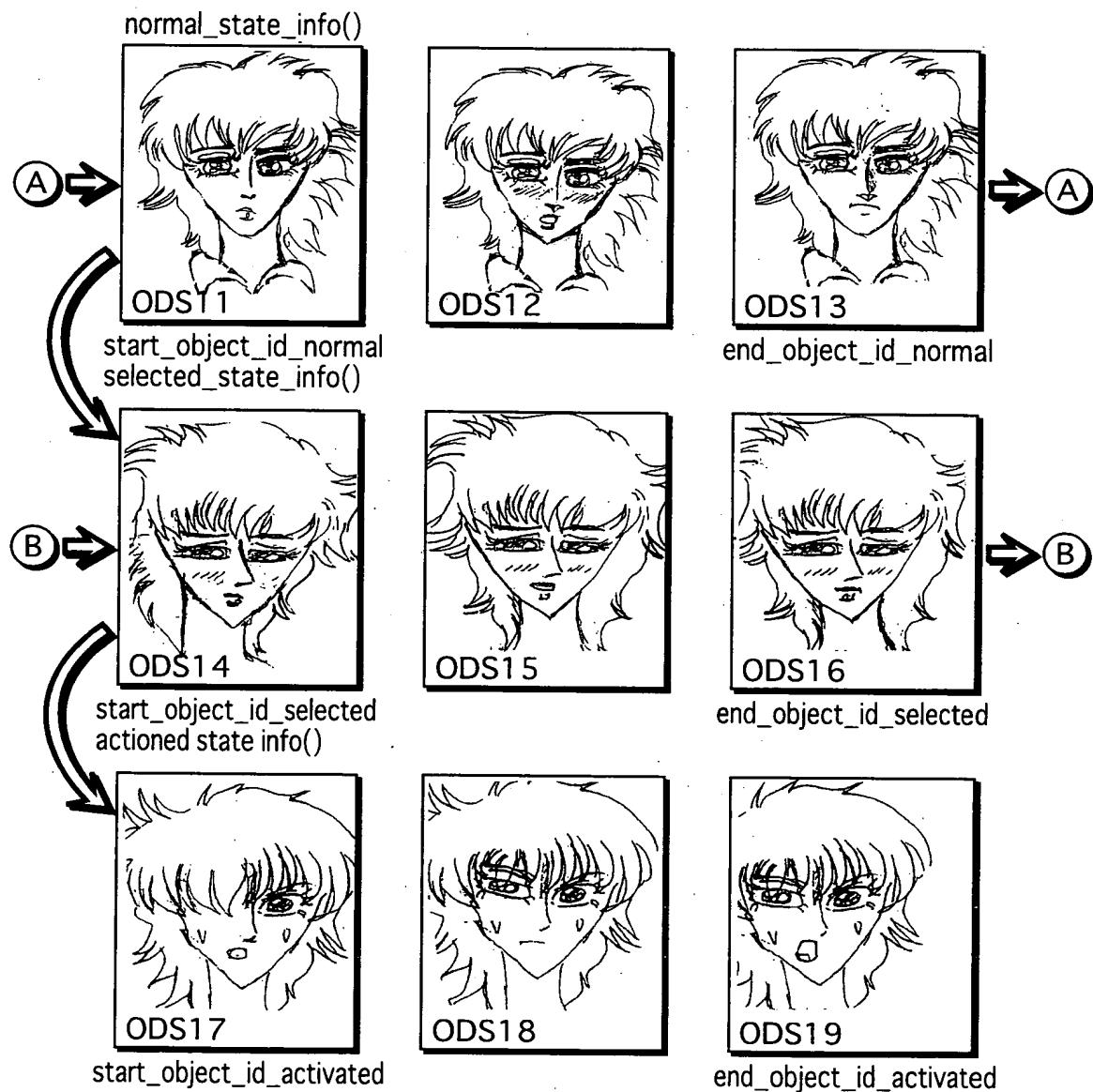


FIG. 18
PLAYERS LIST

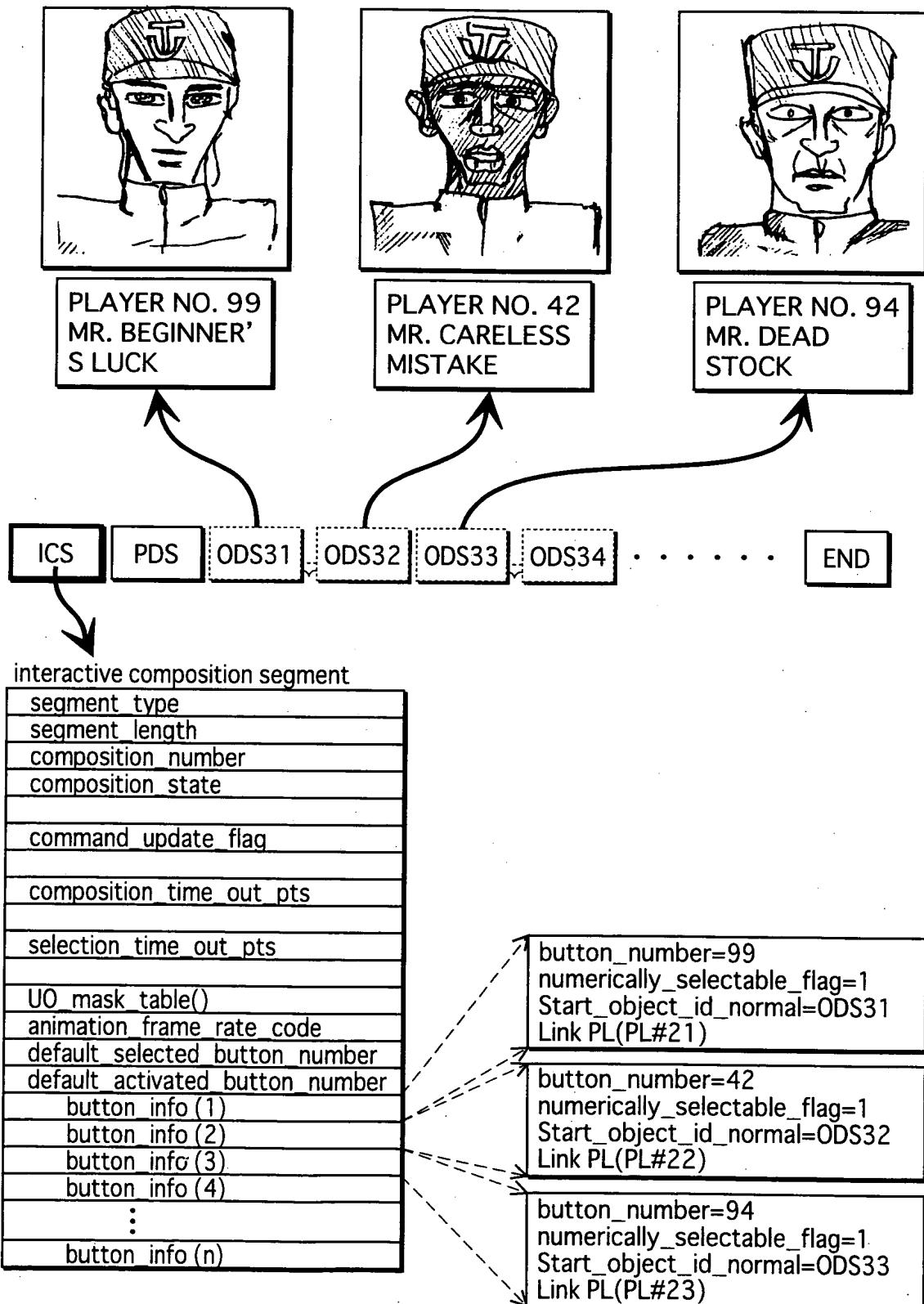


FIG. 19

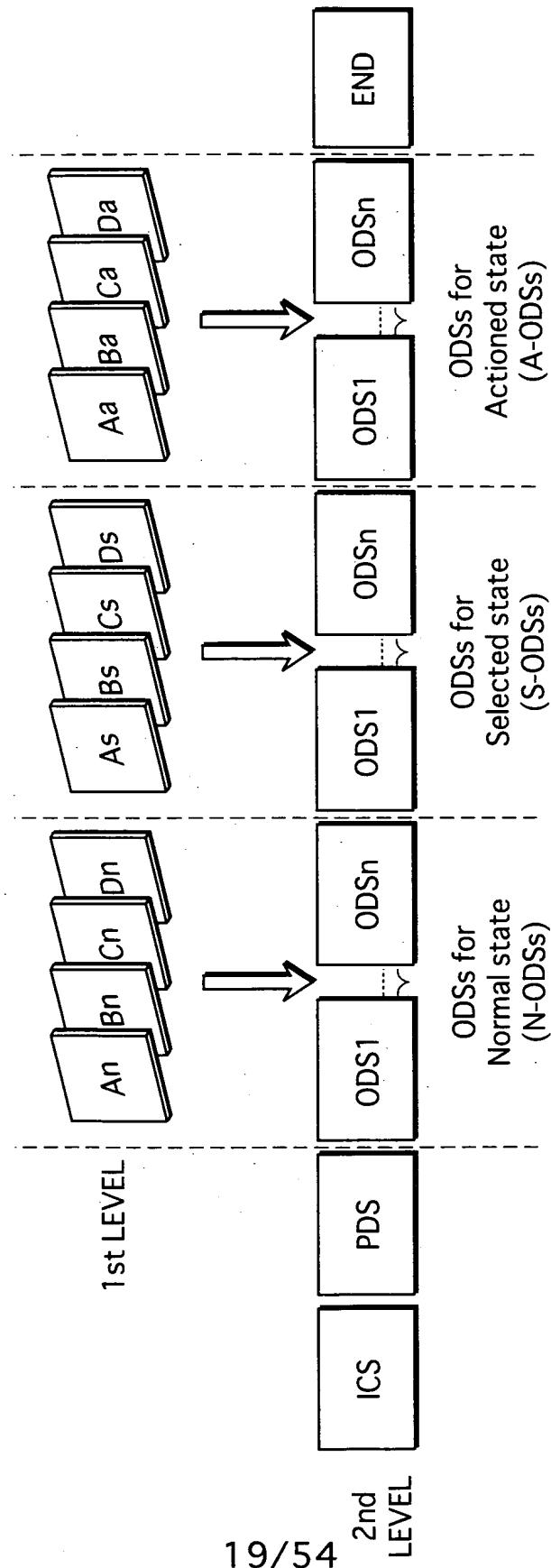


FIG.20

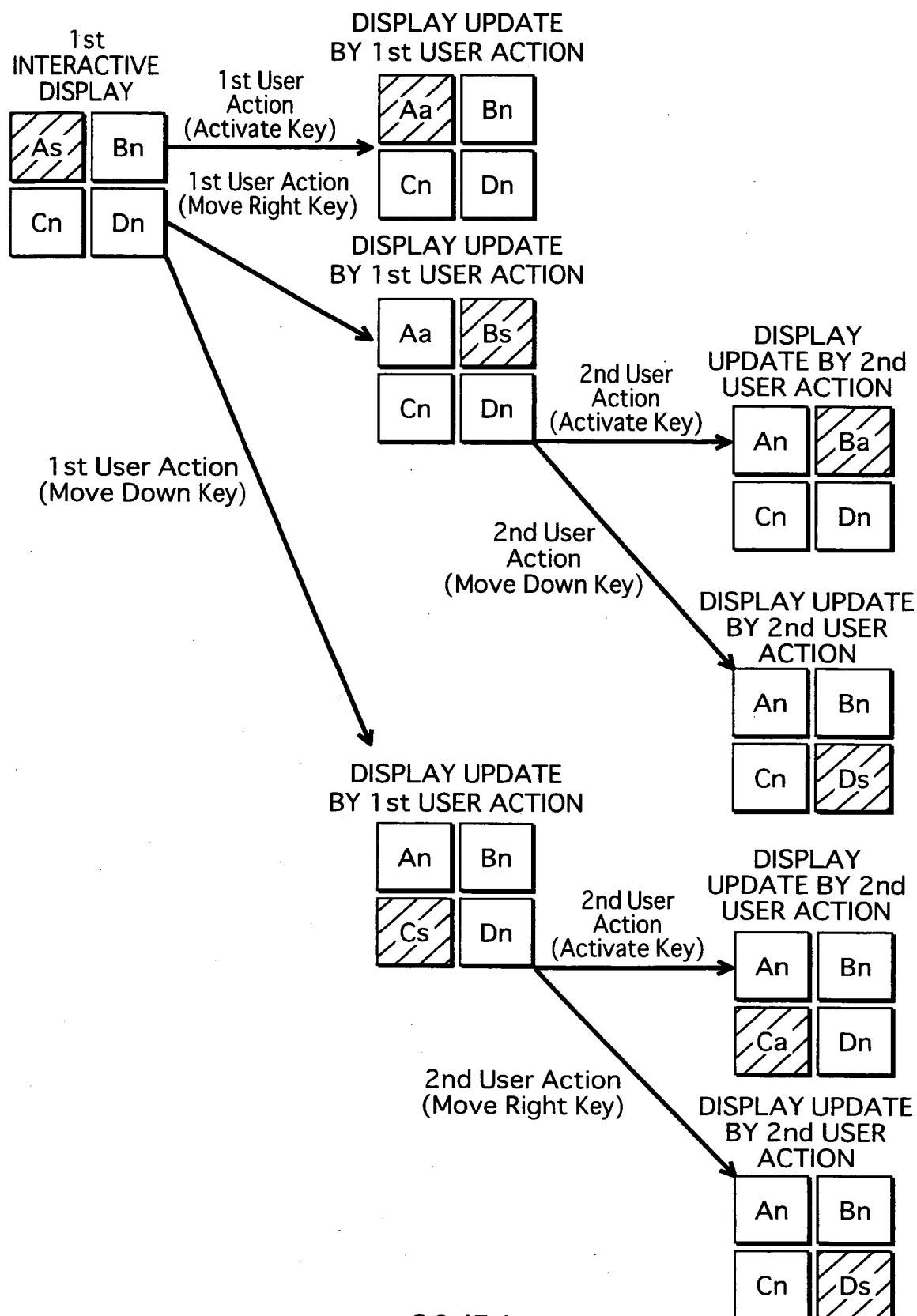


FIG.21

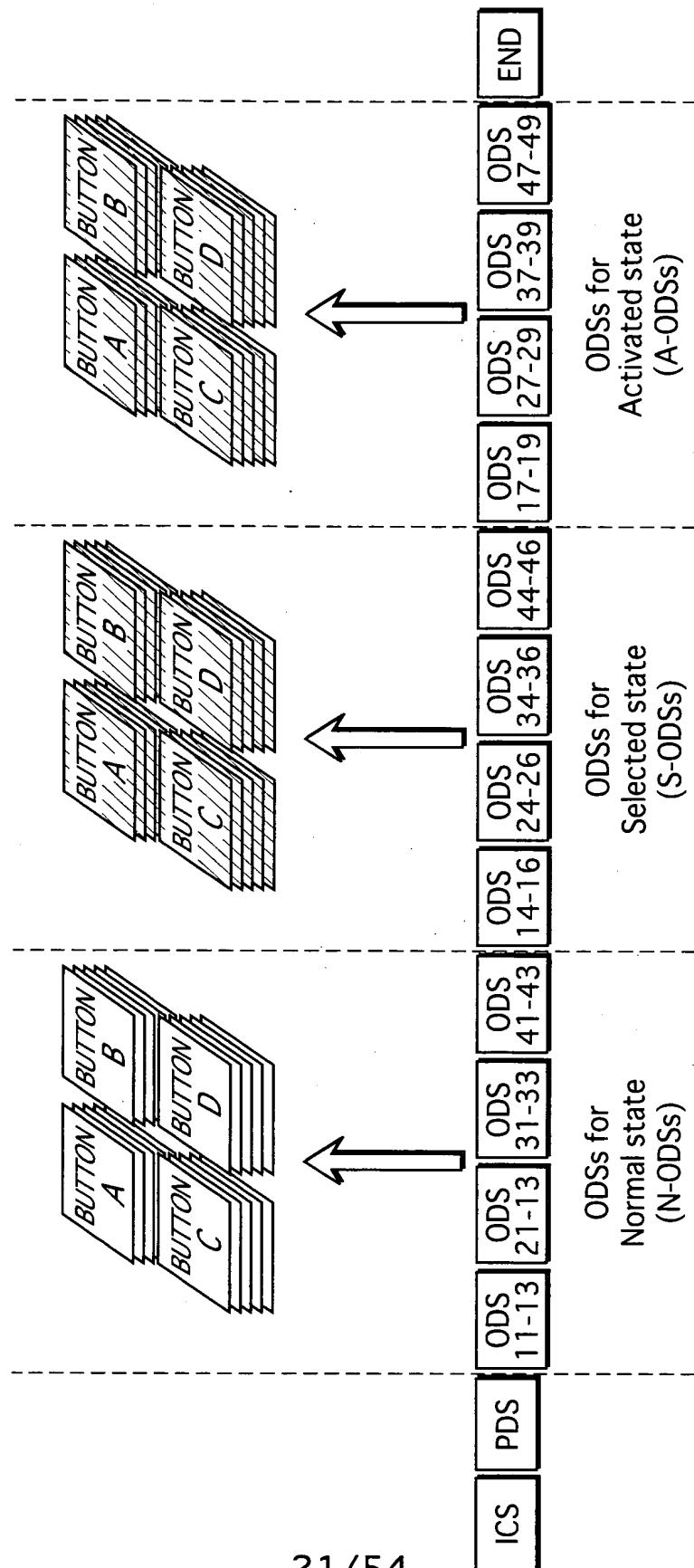


FIG.22

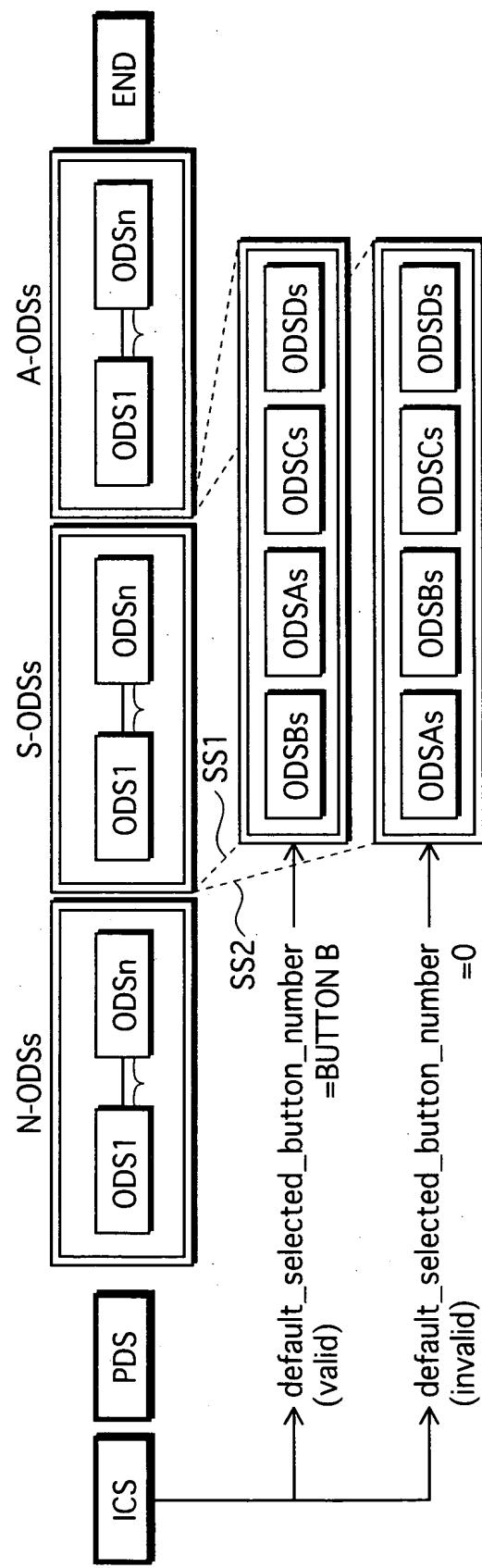
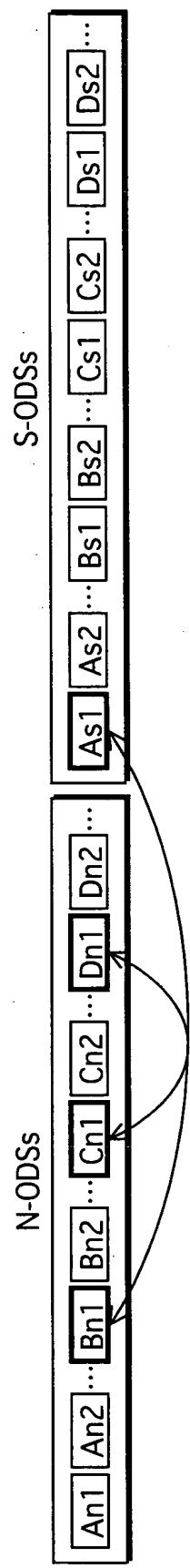


FIG.23A

default_selected_button_number INDICATES A VALID NUMBER

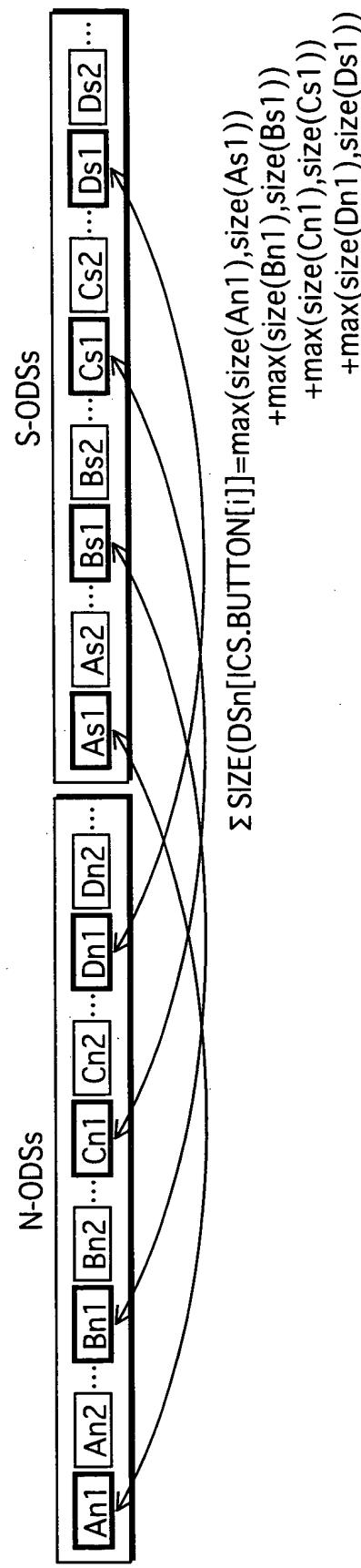


$$\Sigma \text{SIZE}(DSn[ICS.BUTTONN[i]]) = \text{size}(As1) + \text{size}(Bs1) + \text{size}(Cs1) + \text{size}(Ds1) + \dots$$

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FIG.23B

default_selected_button_number=0



$$\Sigma \text{SIZE}(DSn[ICS.BUTTONN[i]]) = \max(\text{size}(An1), \text{size}(As1)) + \max(\text{size}(Bn1), \text{size}(Bs1)) + \max(\text{size}(Cn1), \text{size}(Cs1)) + \max(\text{size}(Dn1), \text{size}(Ds1)) + \dots$$

FIG. 24

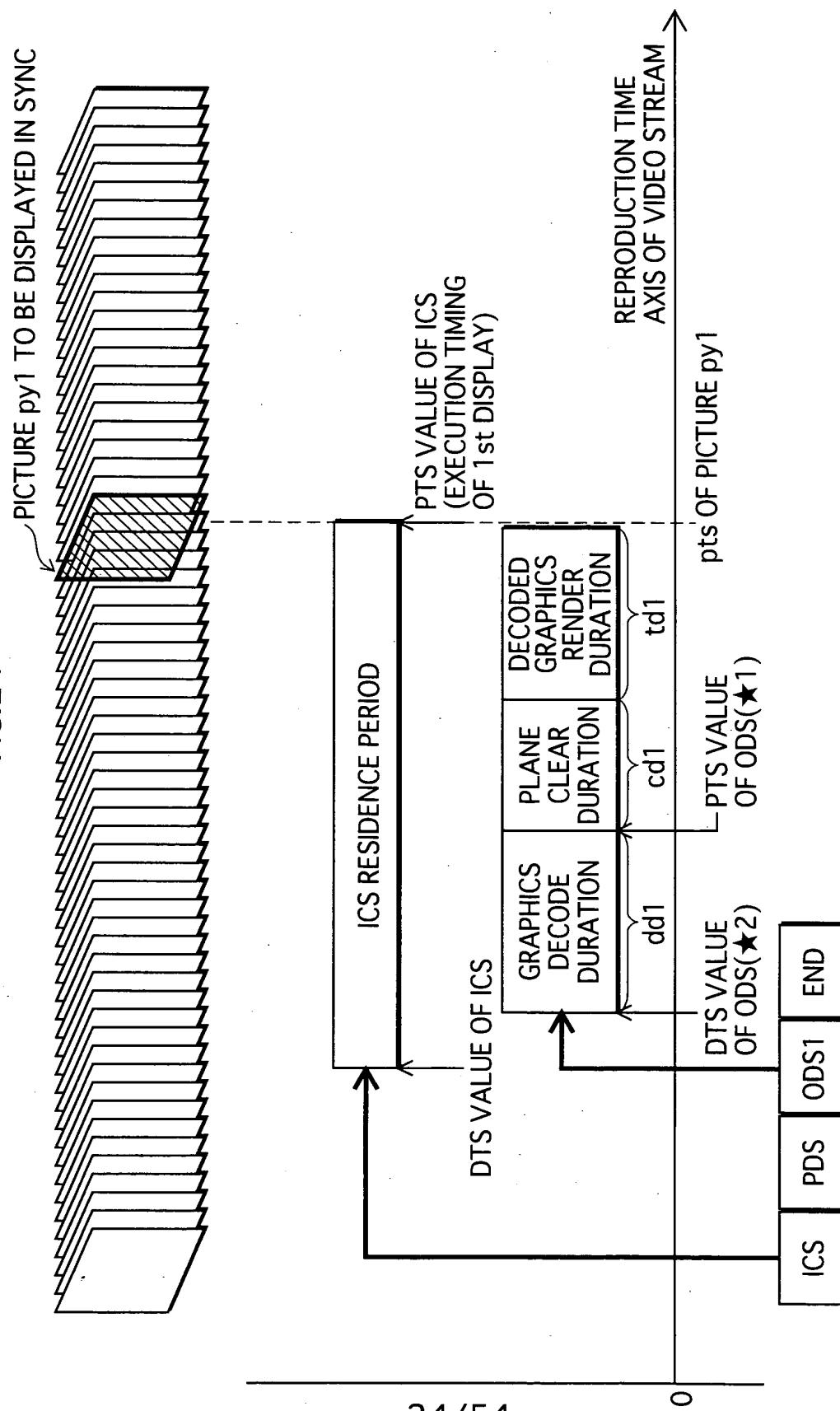
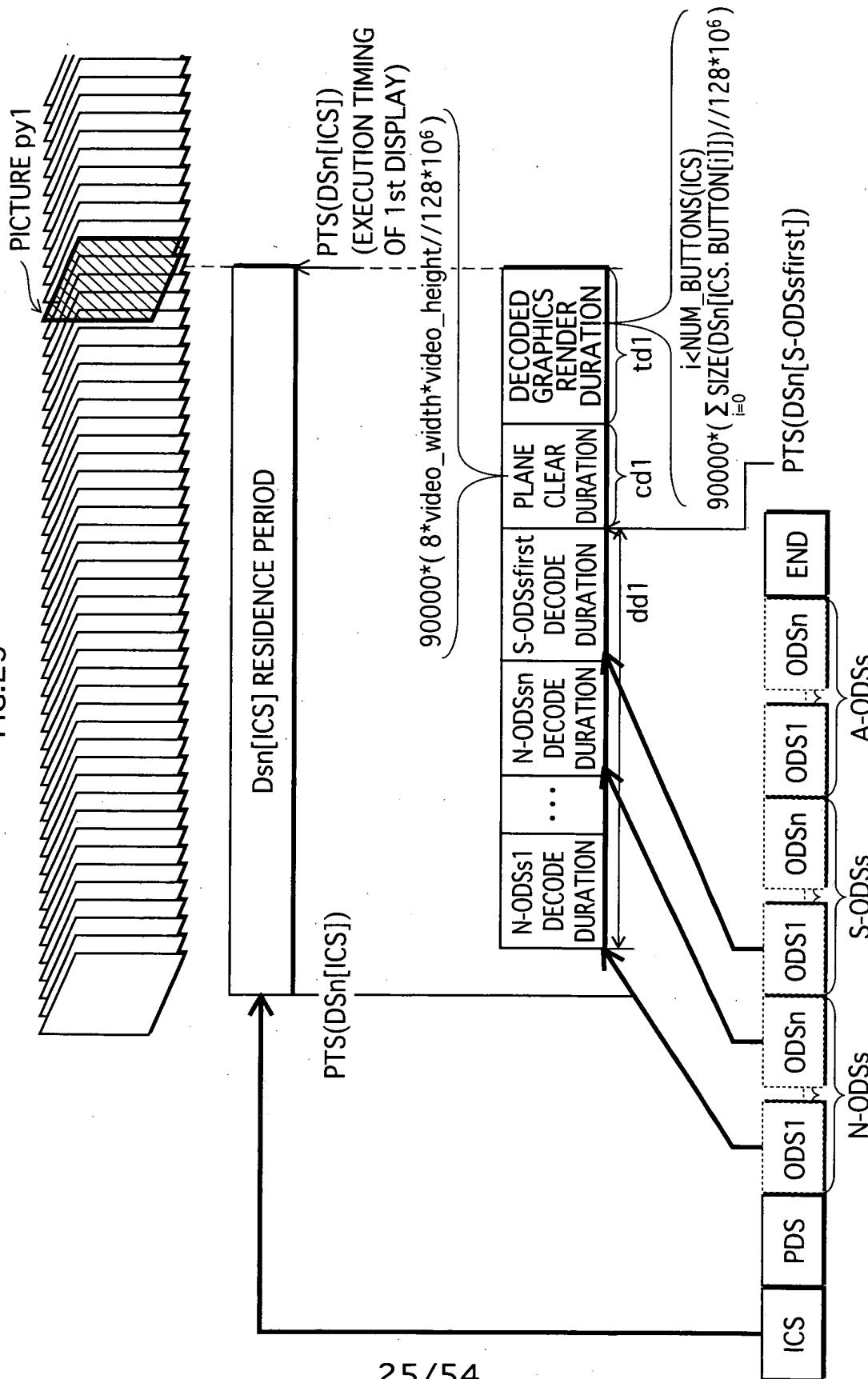


FIG. 25



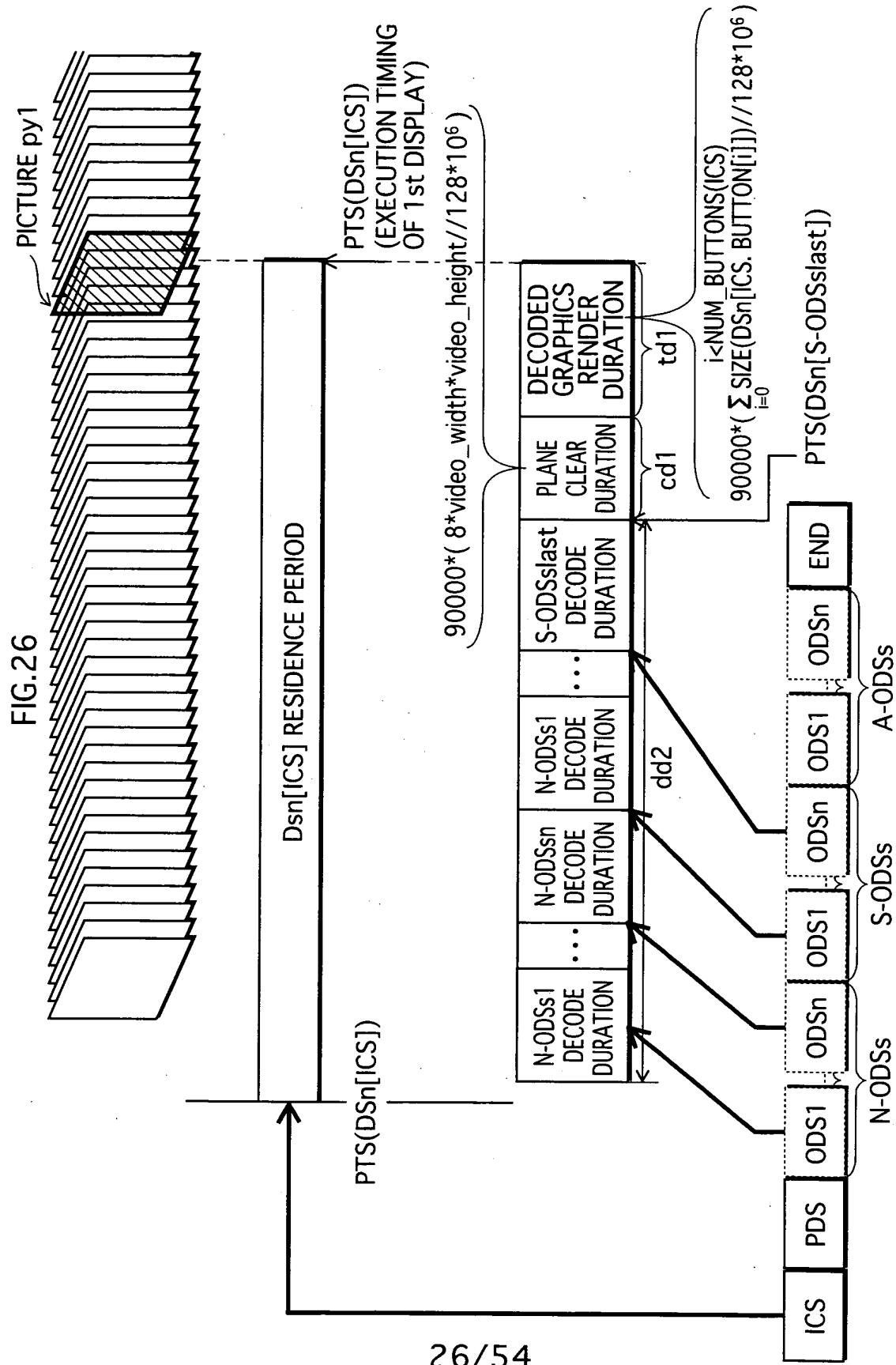


FIG.27

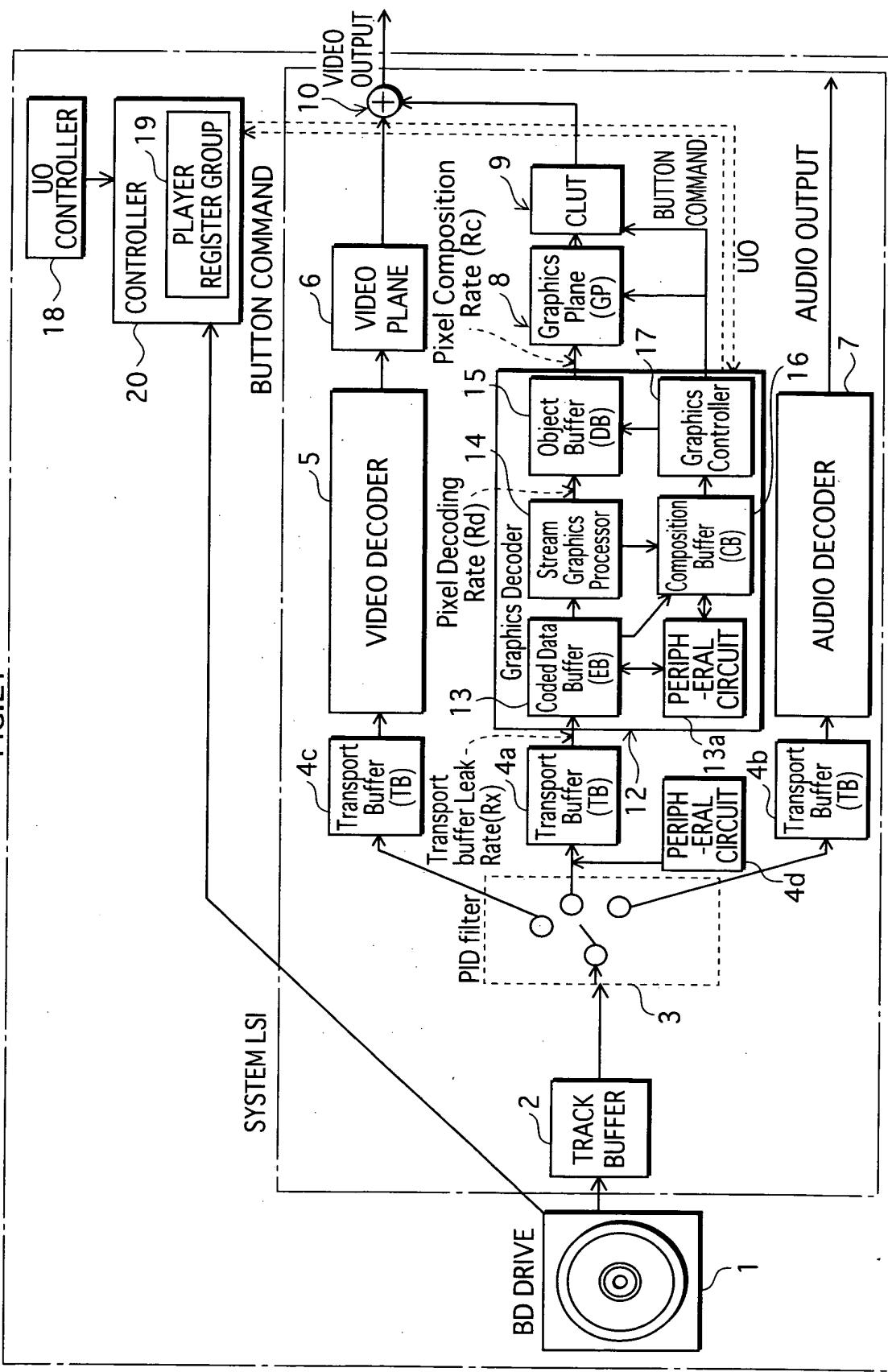
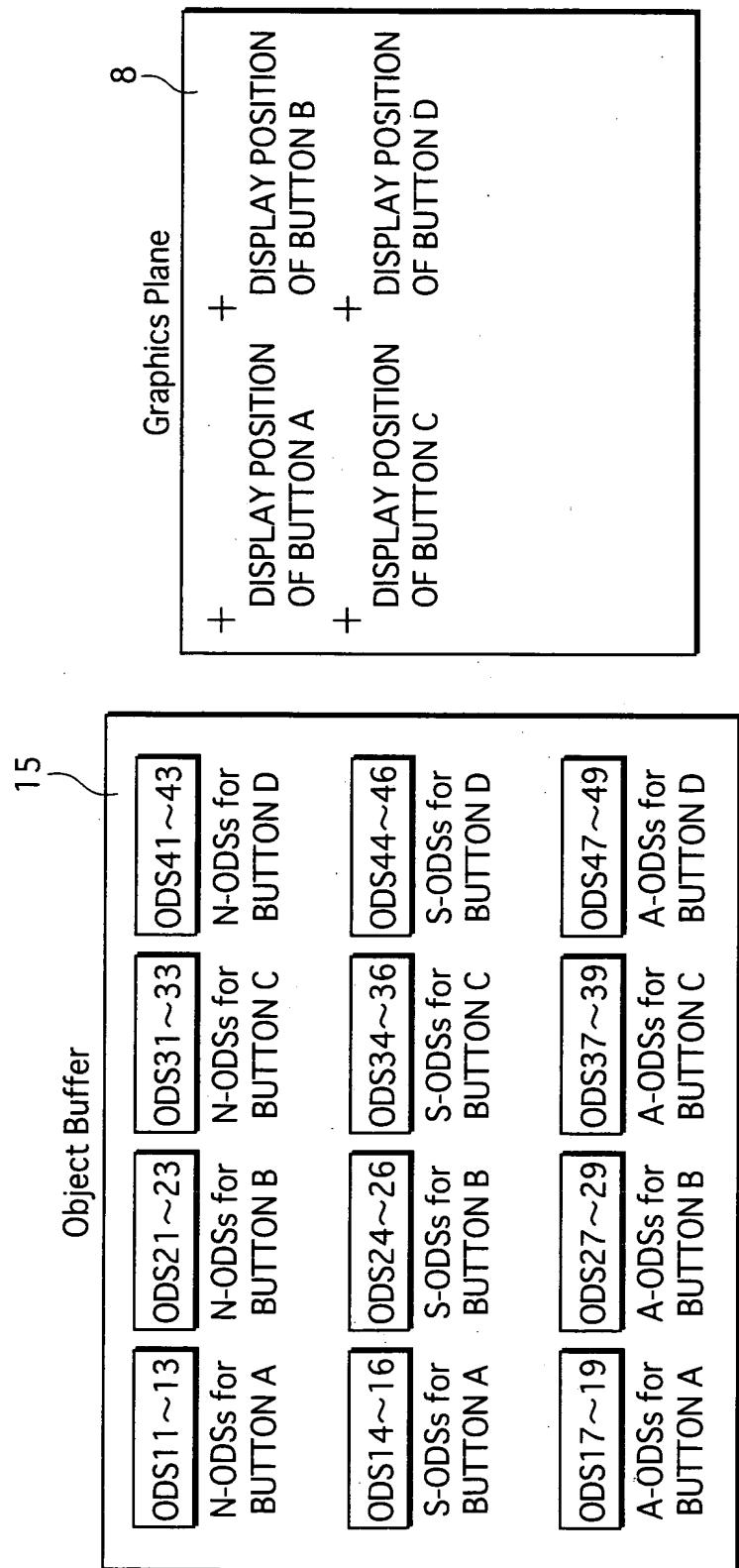
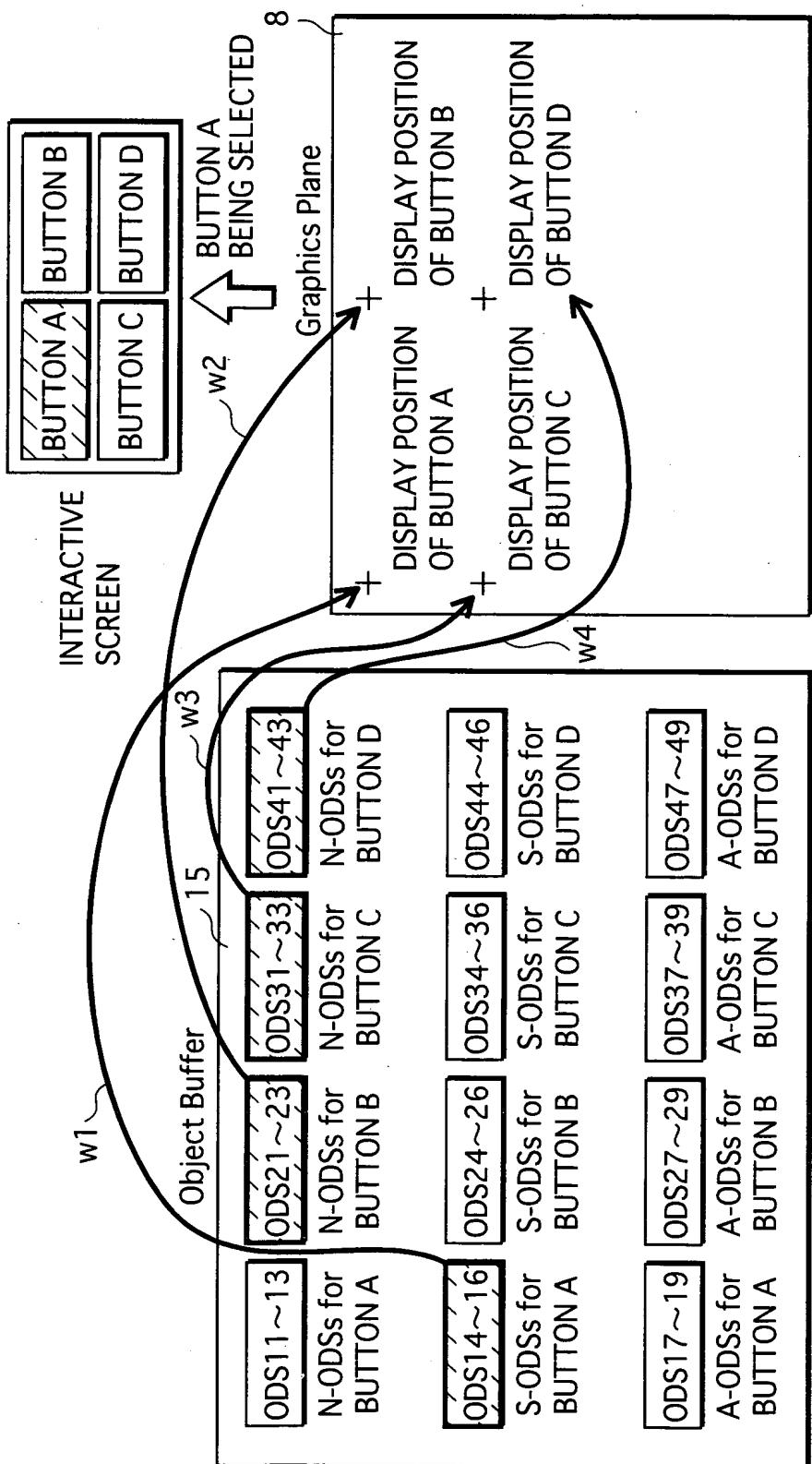


FIG.28



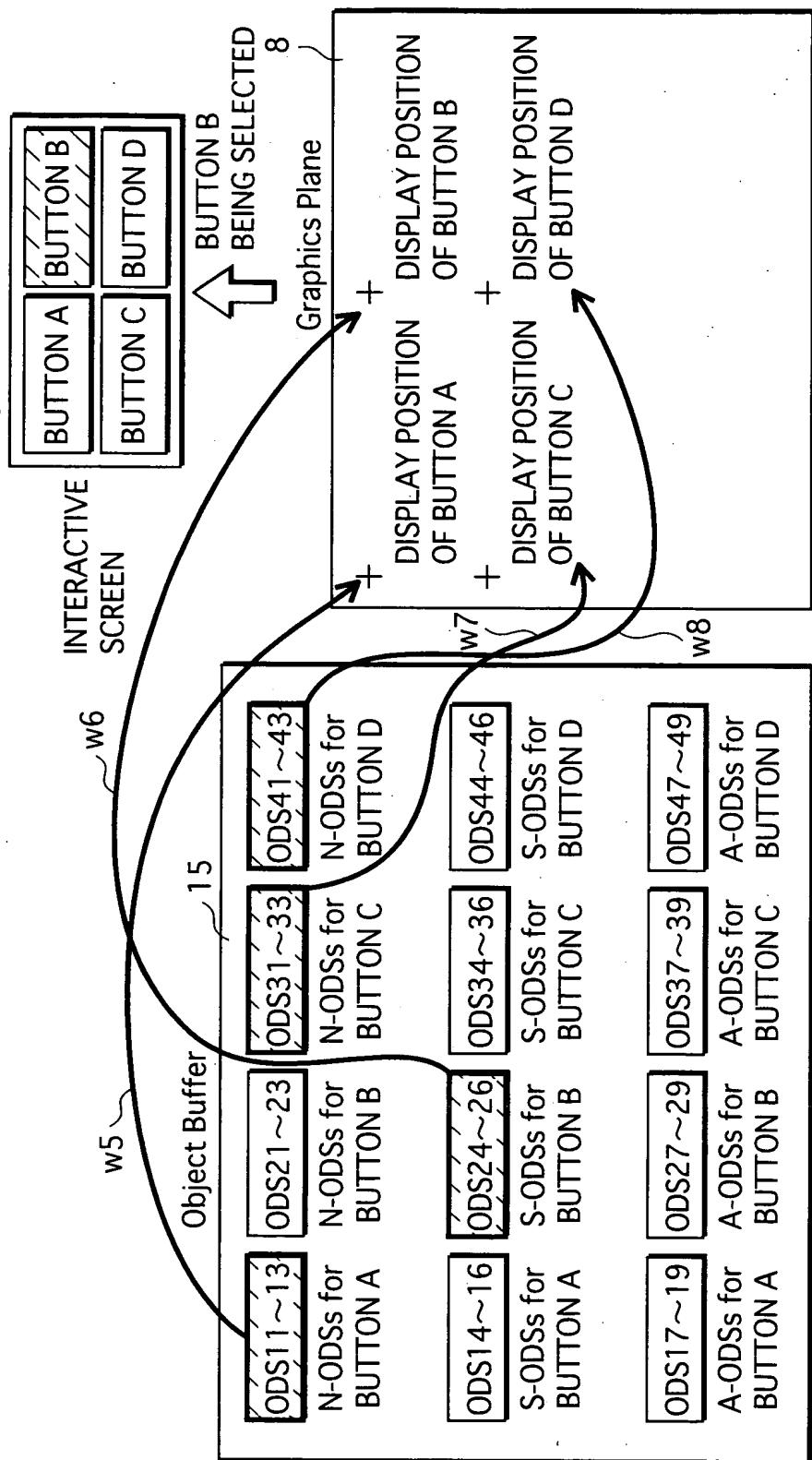
DISPLAY POSITION OF BUTTON : DISPLAY POSITION DEFINED BY
button_horizontal_position,button_vertical_position
position OF BUTTON INFORMATION

FIG.29
WRITING OPERATION OF Graphics Controller AT INITIAL DISPLAY



DISPLAY POSITION OF BUTTON : DISPLAY POSITION DEFINED BY
button_horizontal_position,button_vertical_position
of BUTTON INFORMATION

FIG.30
WRITING OPERATION OF Graphics Controller AT INTERACTIVE
SCREEN UPDATE ACCORDING TO 1st User Action(Move Right)



DISPLAY POSITION OF BUTTON : DISPLAY POSITION DEFINED BY
button_horizontal_position,button_vertical_position
of BUTTON INFORMATION

FIG. 31
WRITING OPERATION OF Graphics Controller AT INTERACTIVE
SCREEN UPDATE ACCORDING TO 1st User Action(Move Down)

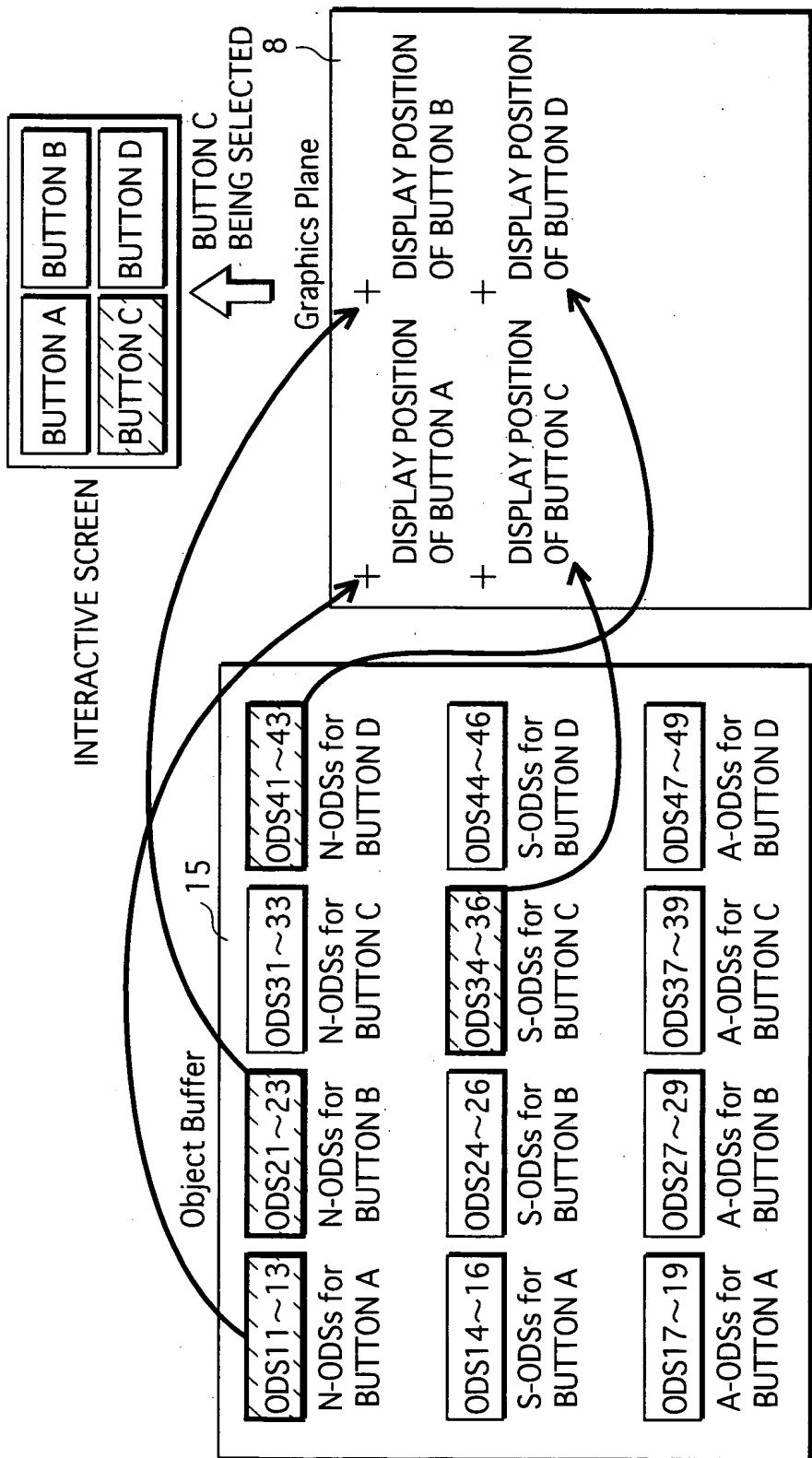
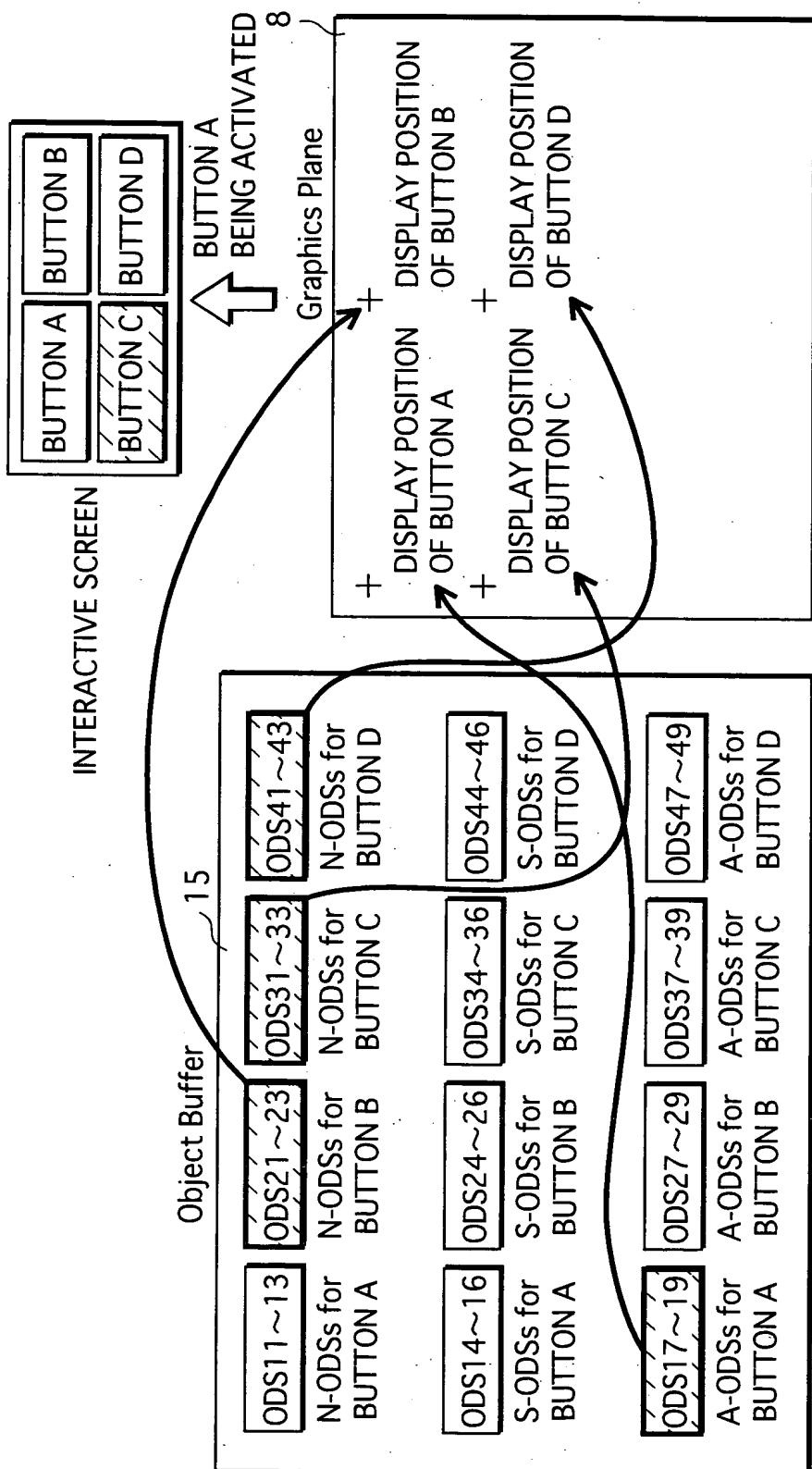


FIG. 32
WRITING OPERATION OF Graphics Controller AT INTERACTIVE
SCREEN UPDATE ACCORDING TO 1st User Action(Activated)



DISPLAY POSITION OF BUTTON : DISPLAY POSITION DEFINED BY
button_horizontal_position,button_vertical_position
position OF BUTTON INFORMATION

FIG.33
DEFAULT SELECTED
BUTTON SPECIFIED

1st INTERACTIVE DISPLAY (PTS OF ICS)

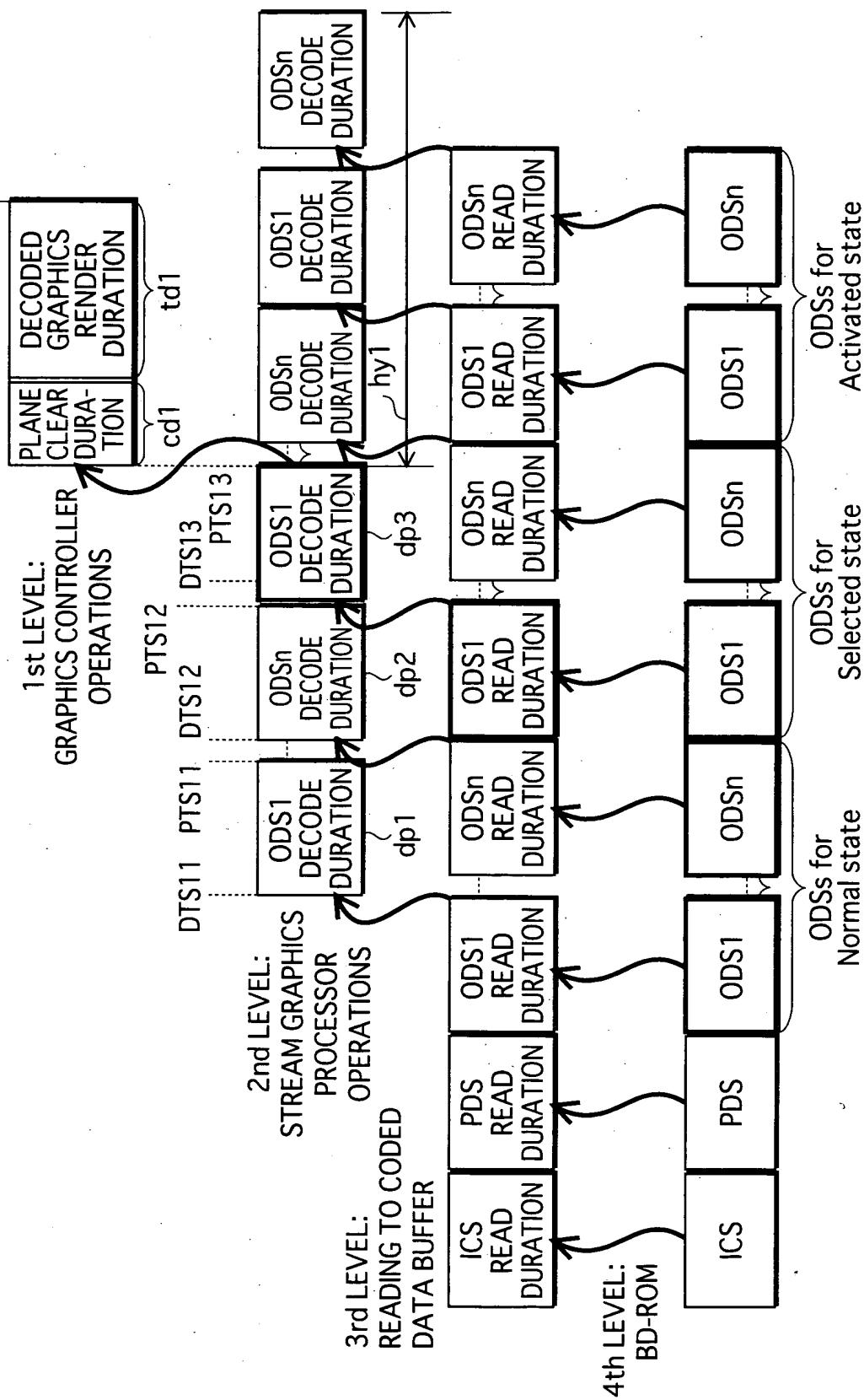


FIG. 34
DEFAULT SELECTED
BUTTON NOT SPECIFIED

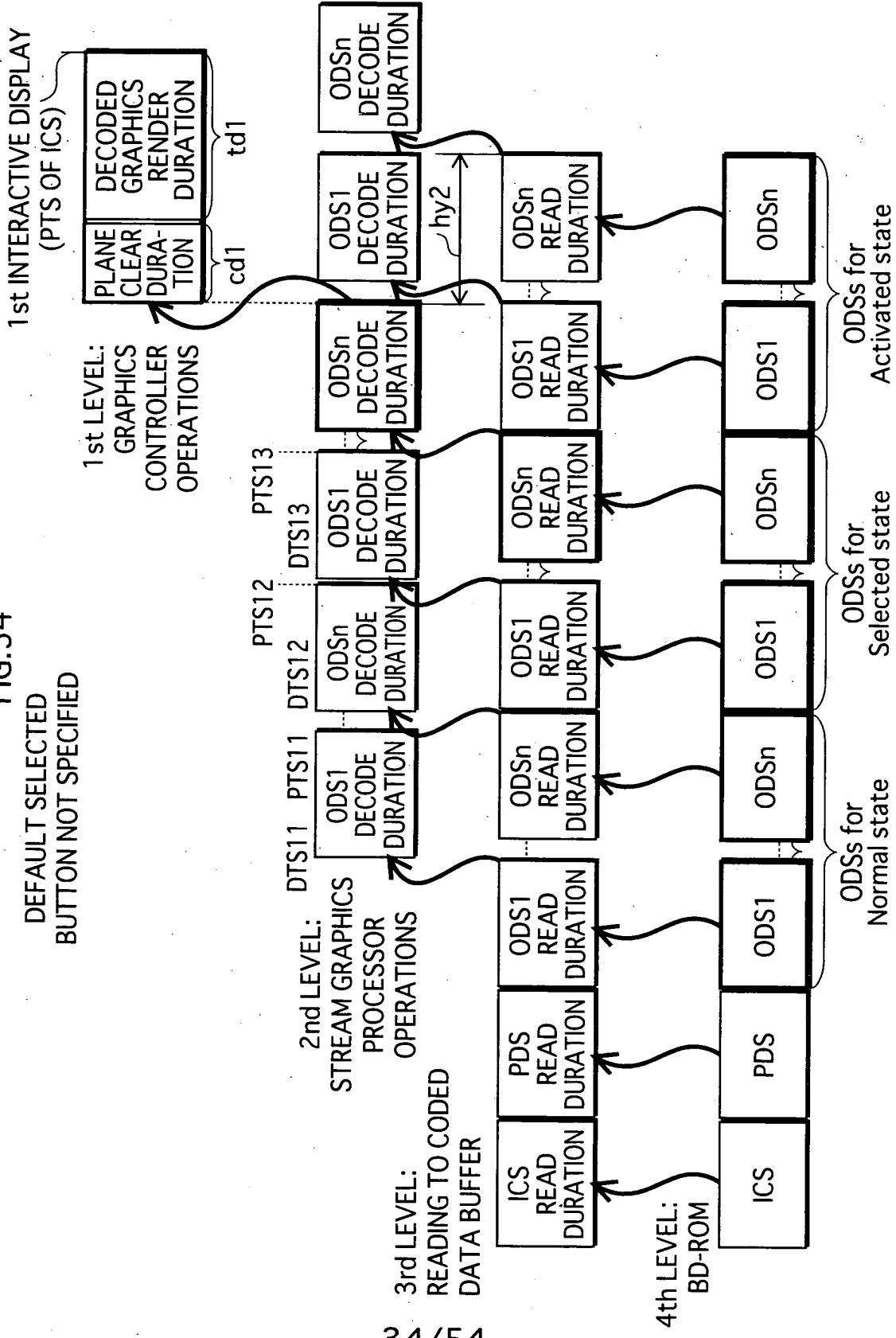


FIG.35

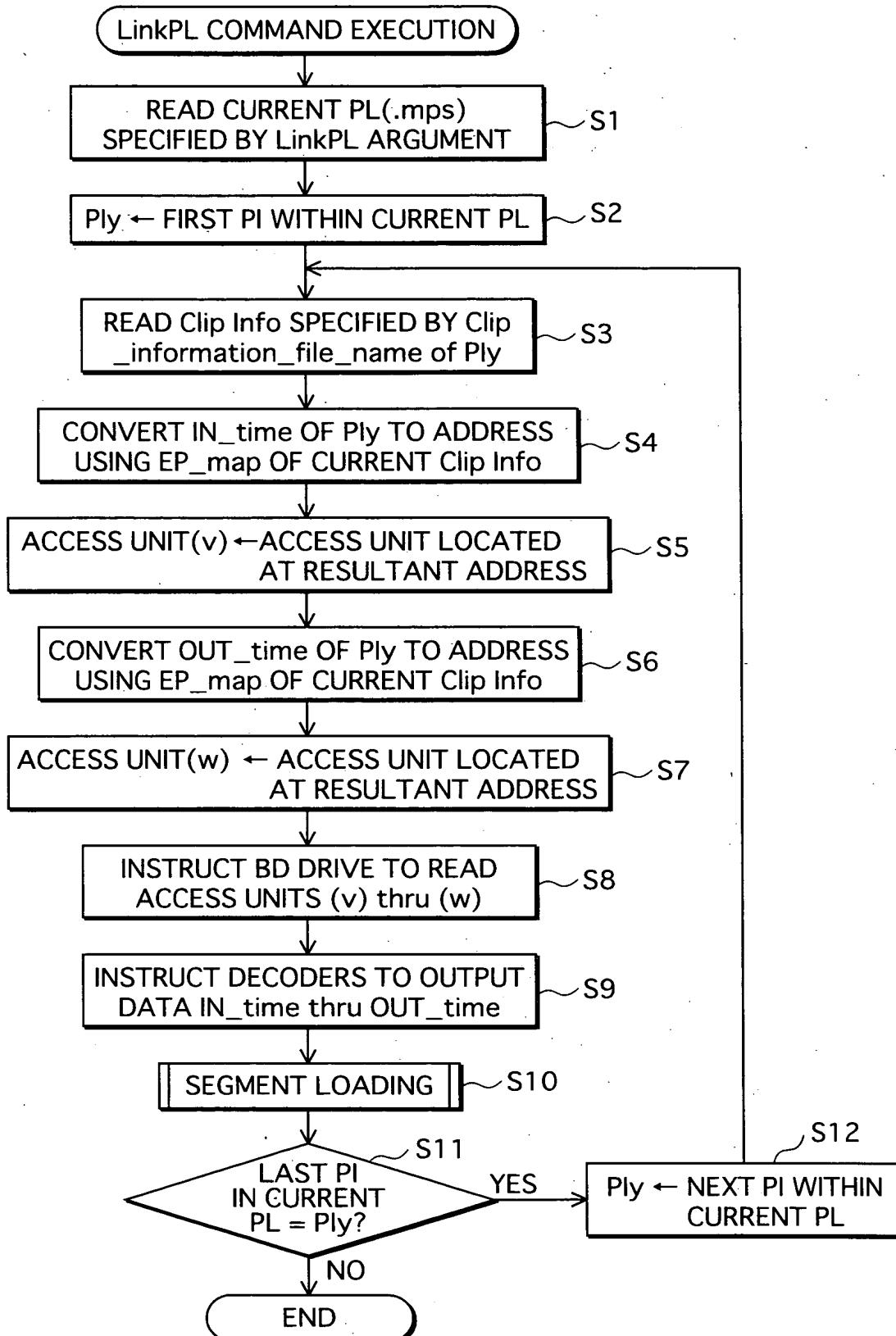


FIG.36

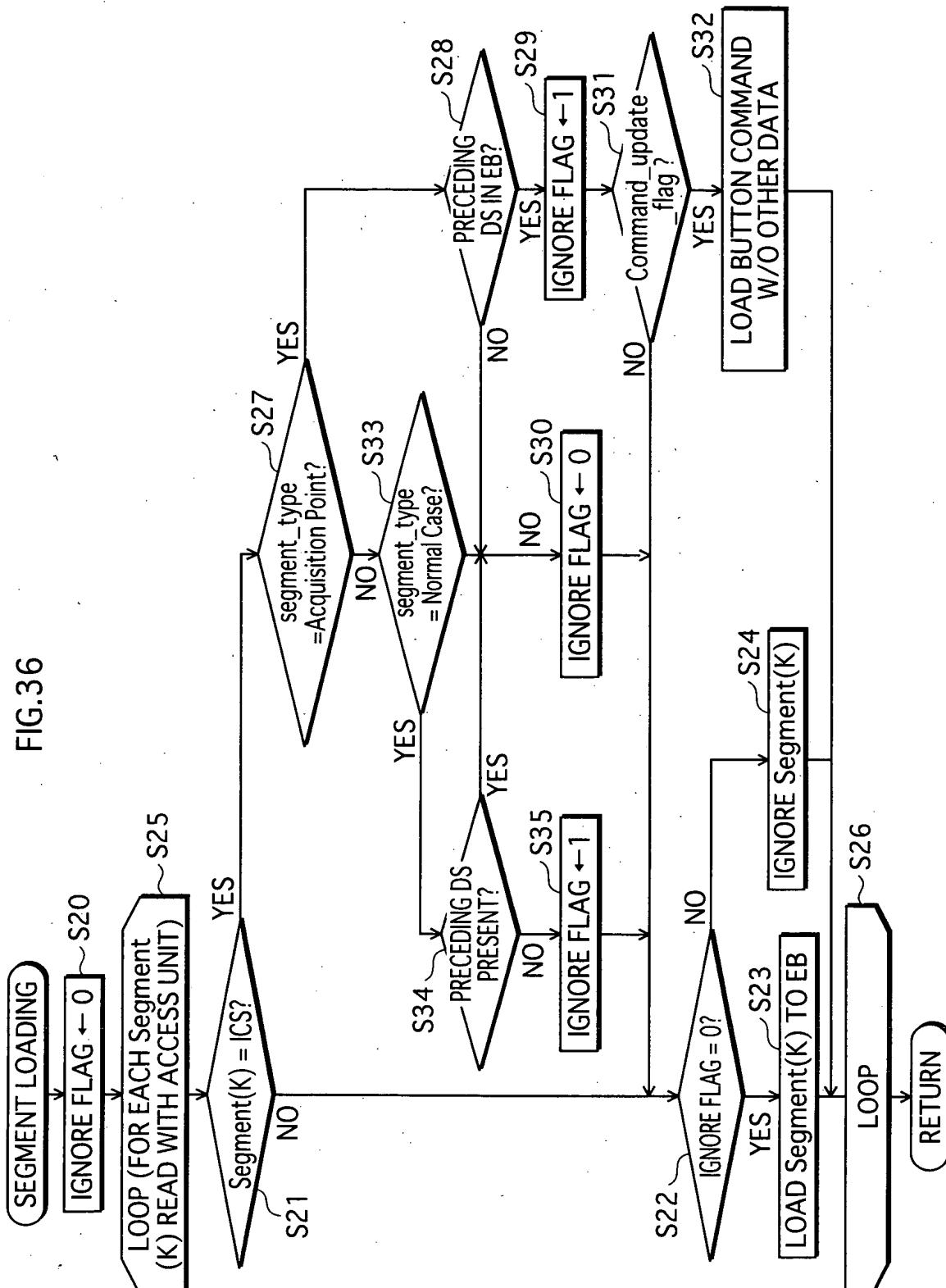


FIG.37

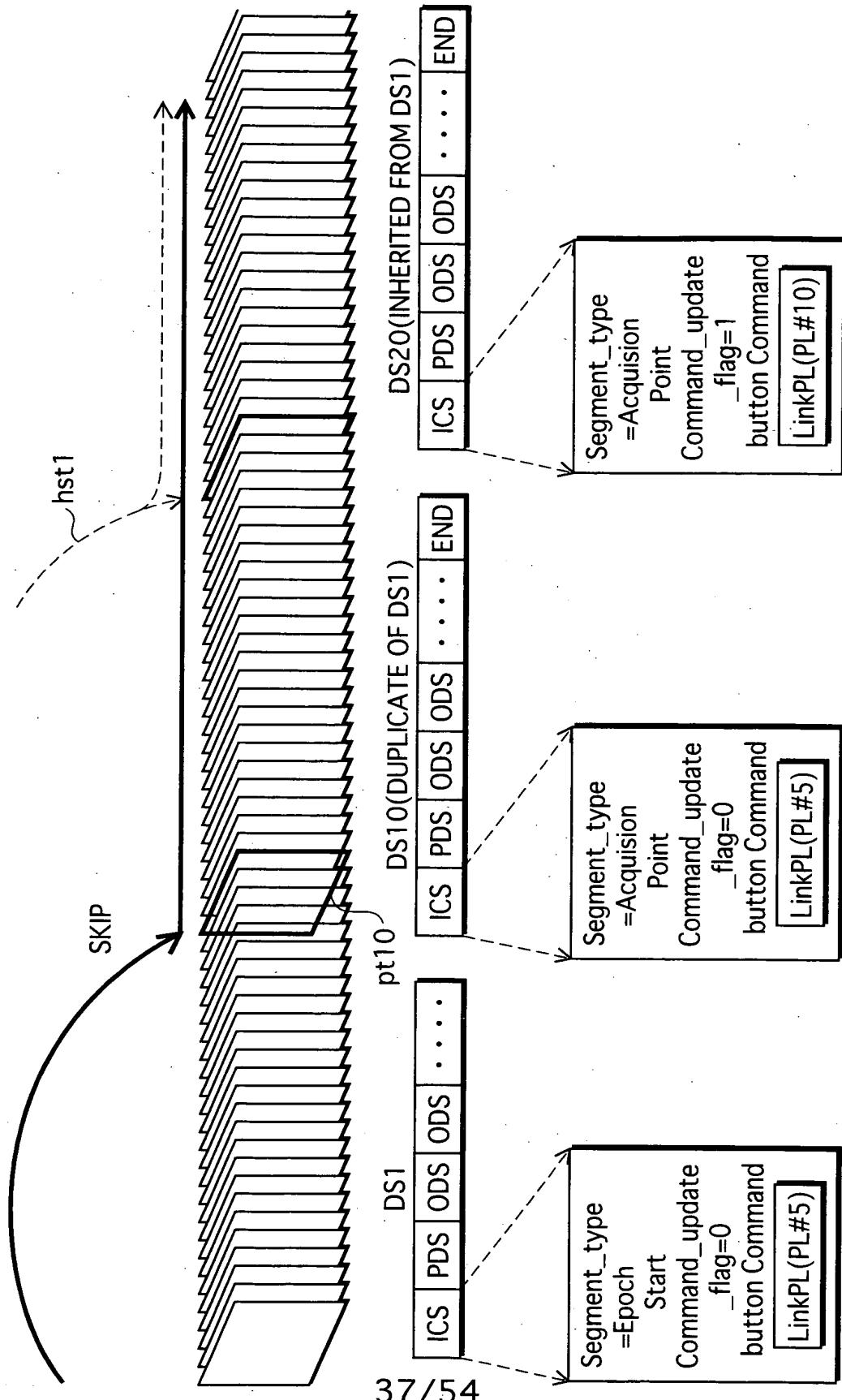


FIG.38

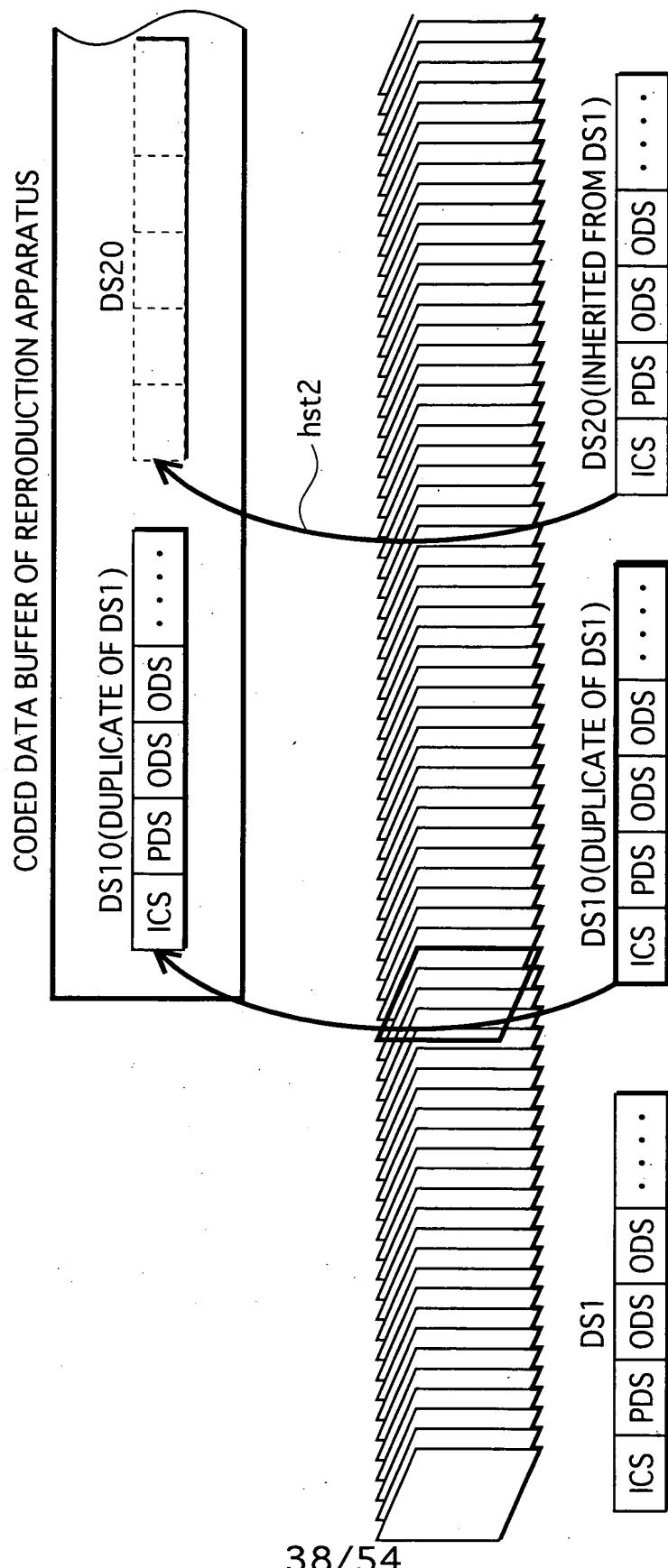


FIG.39

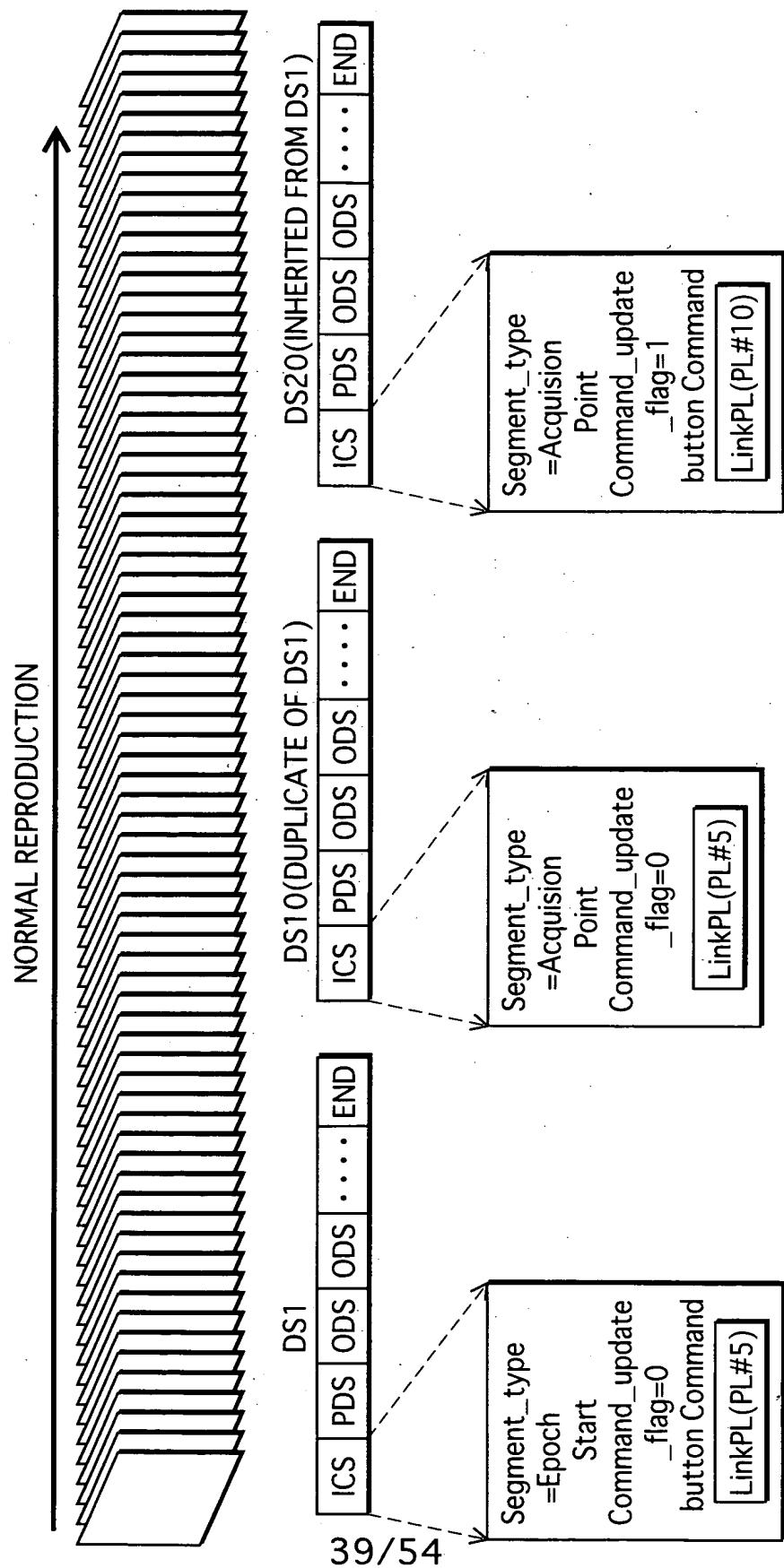


FIG. 40
CODED DATA BUFFER OF REPRODUCTION APPARATUS

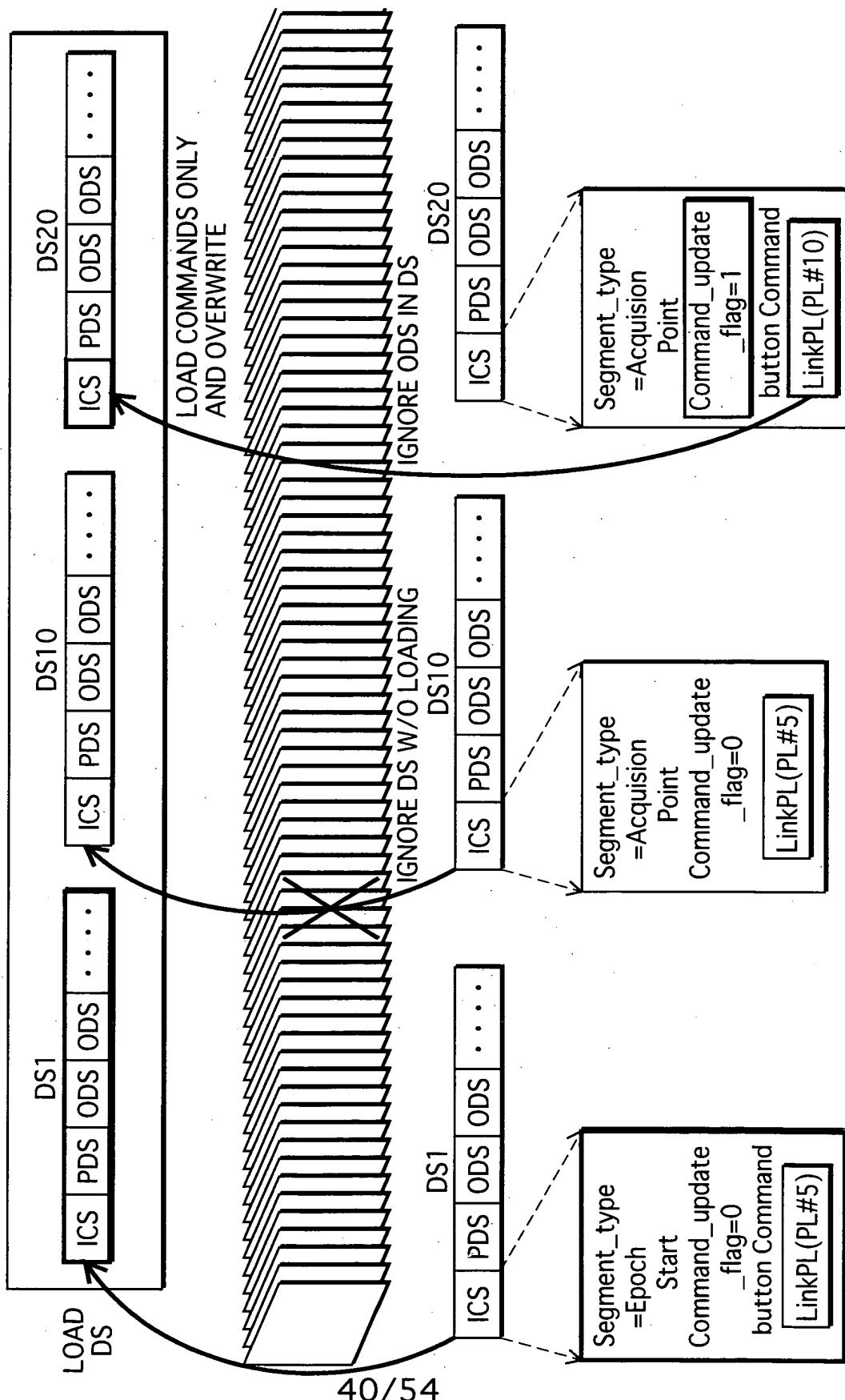


FIG.41

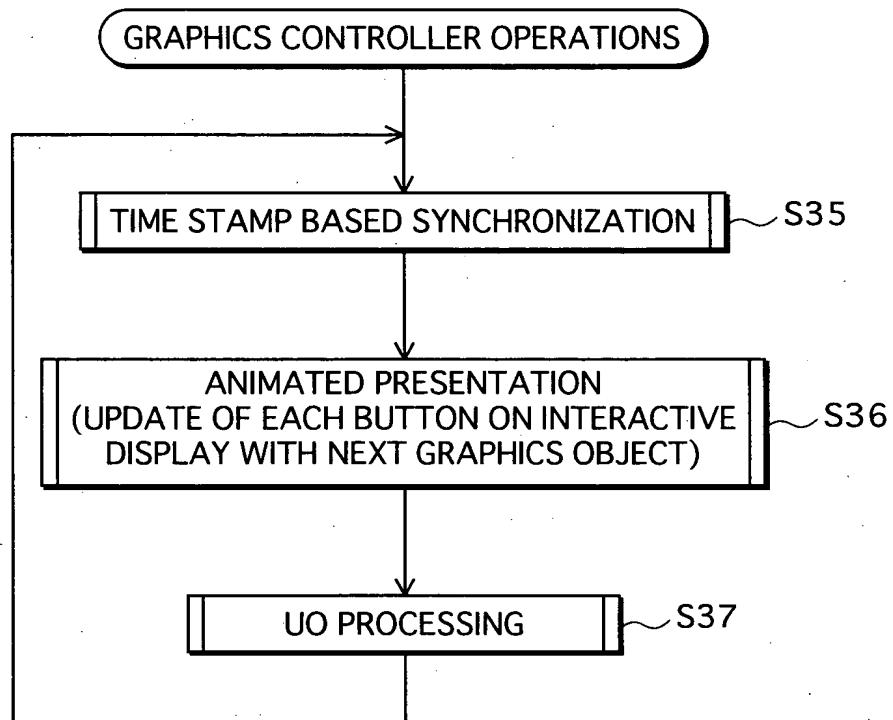


FIG.42

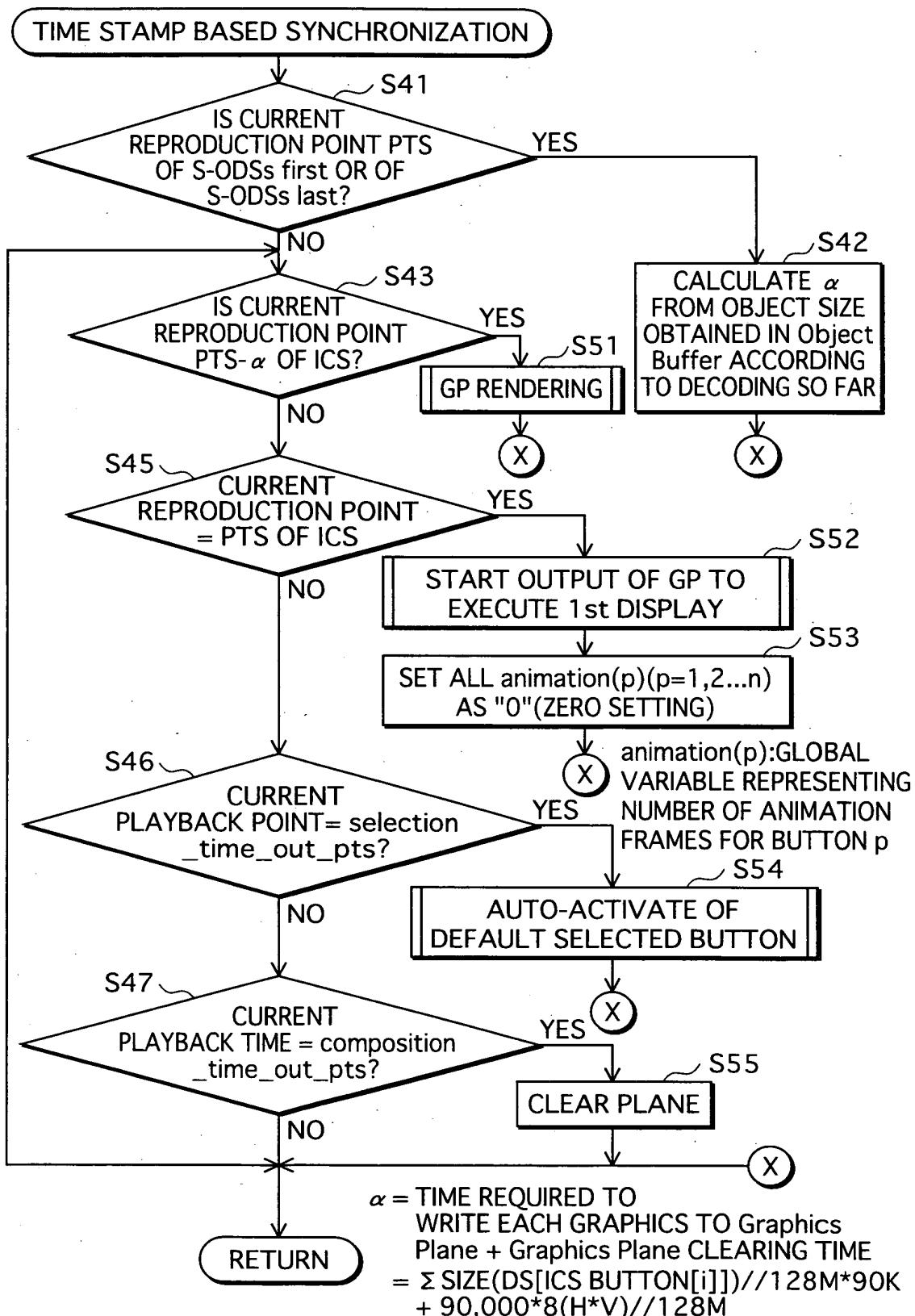


FIG.4.3

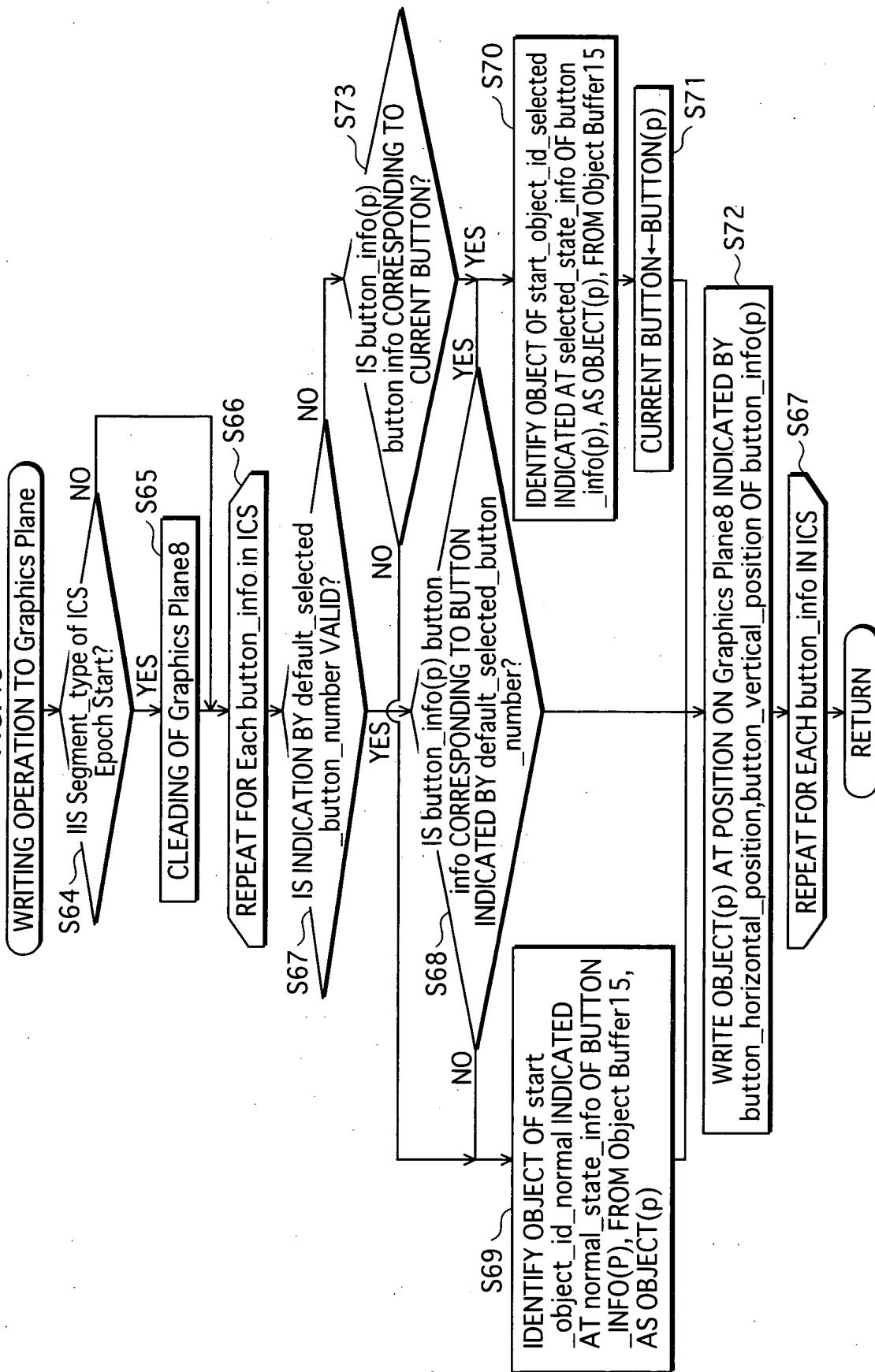


FIG.44

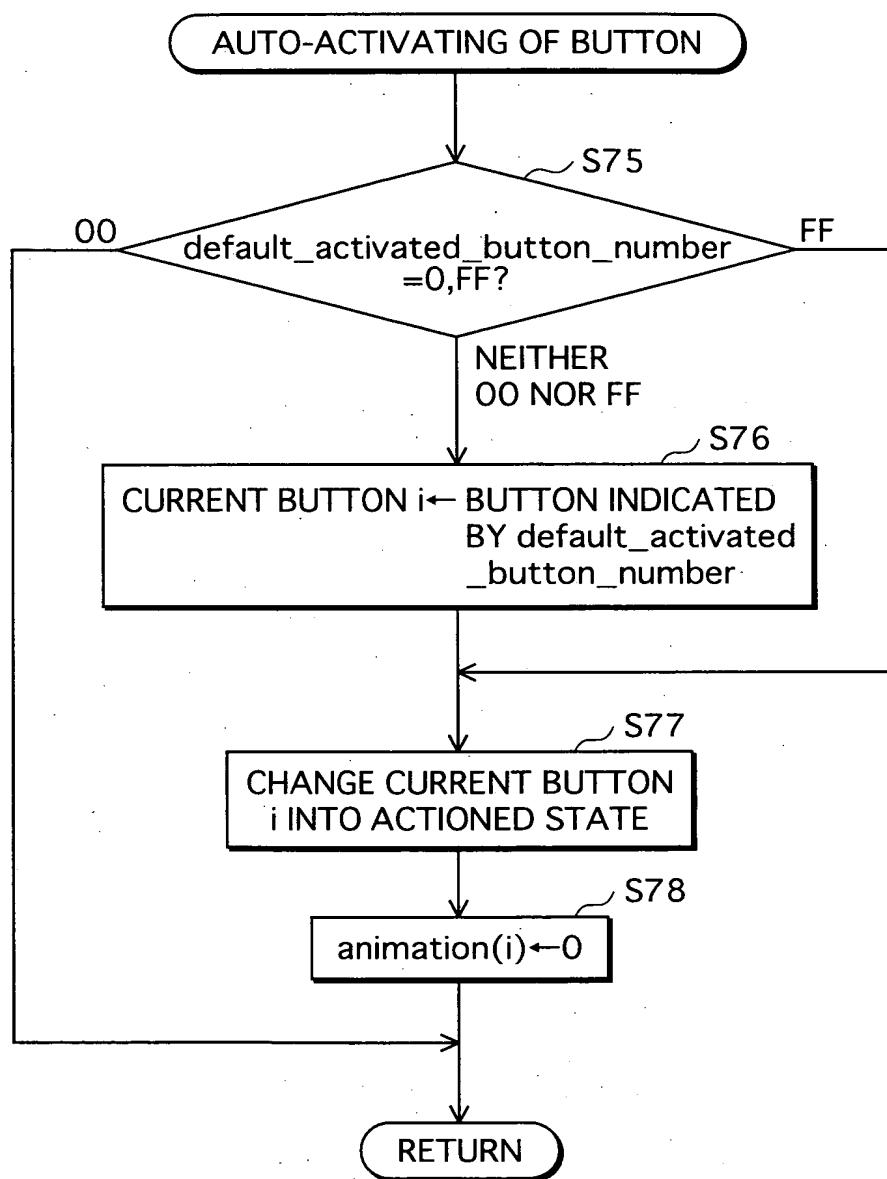


FIG. 45

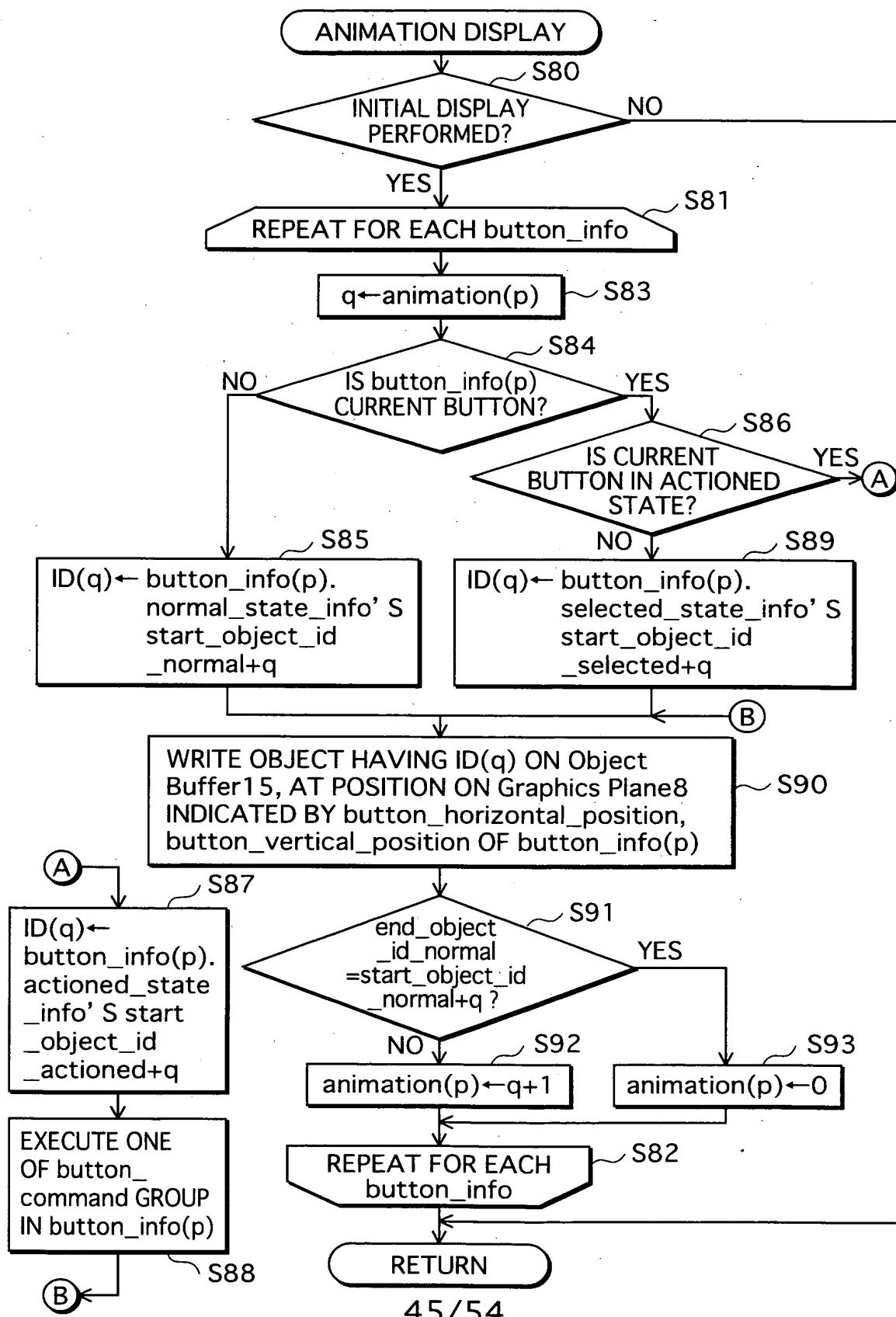


FIG. 46

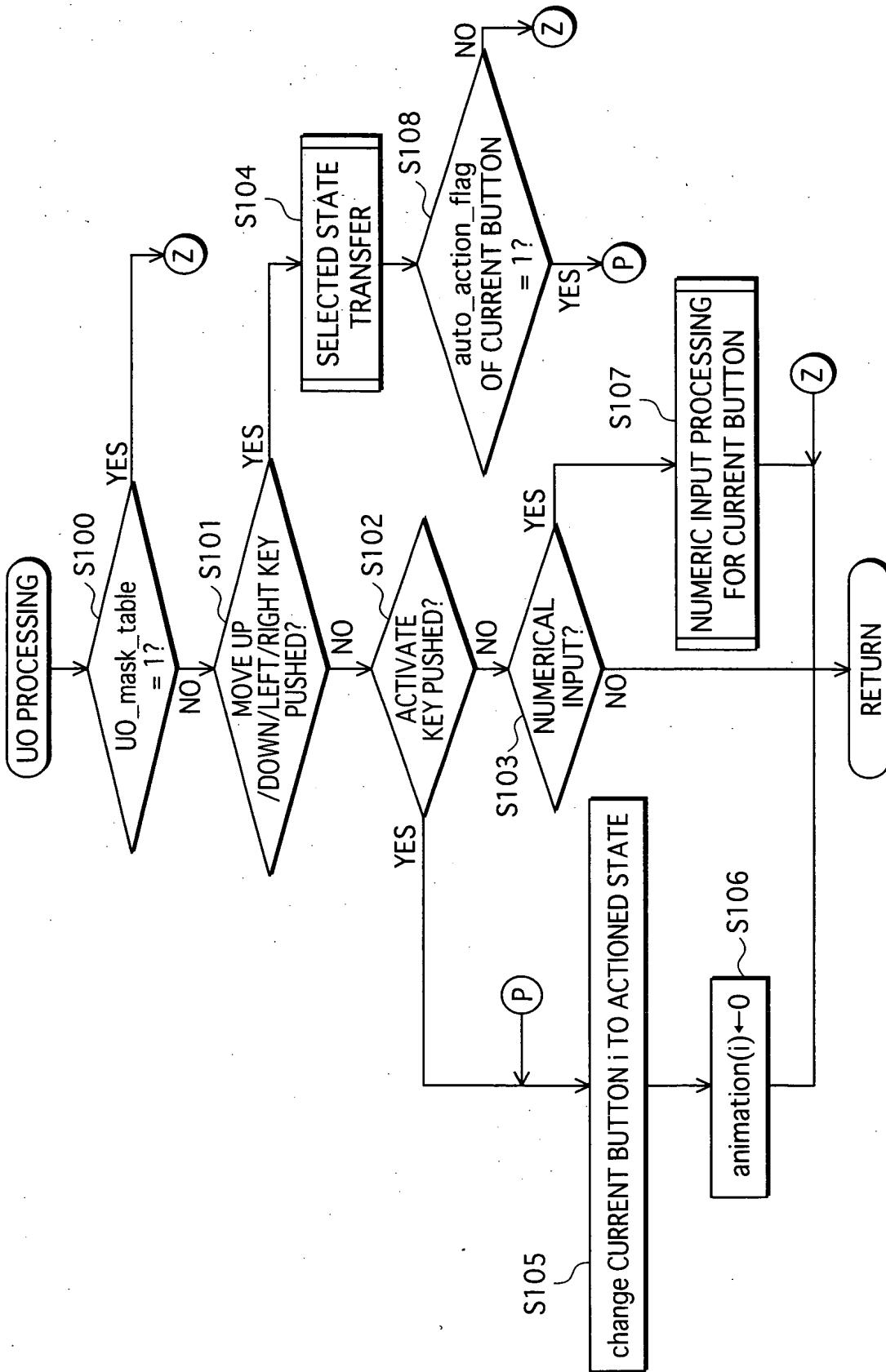


FIG.47

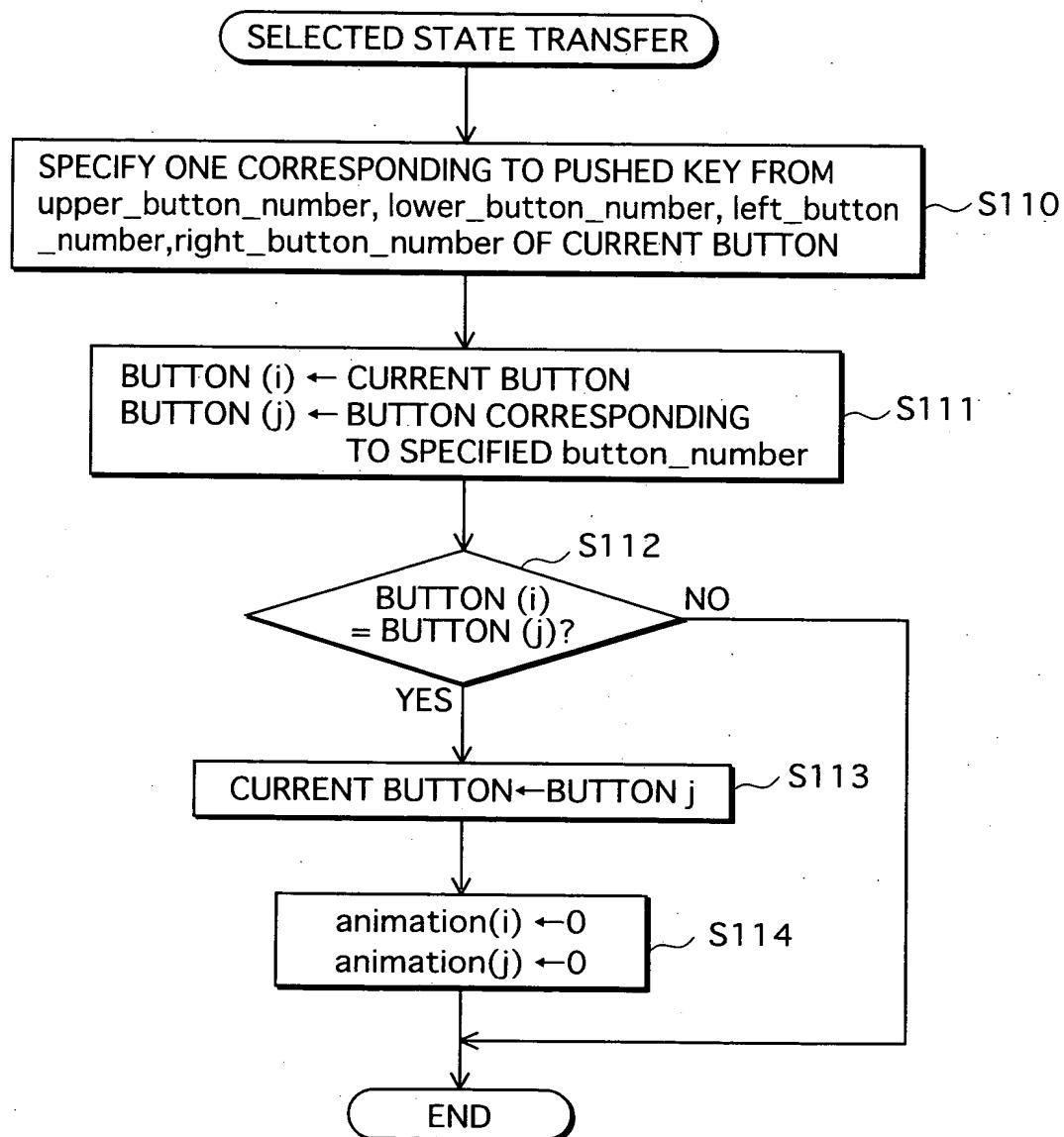


FIG.48

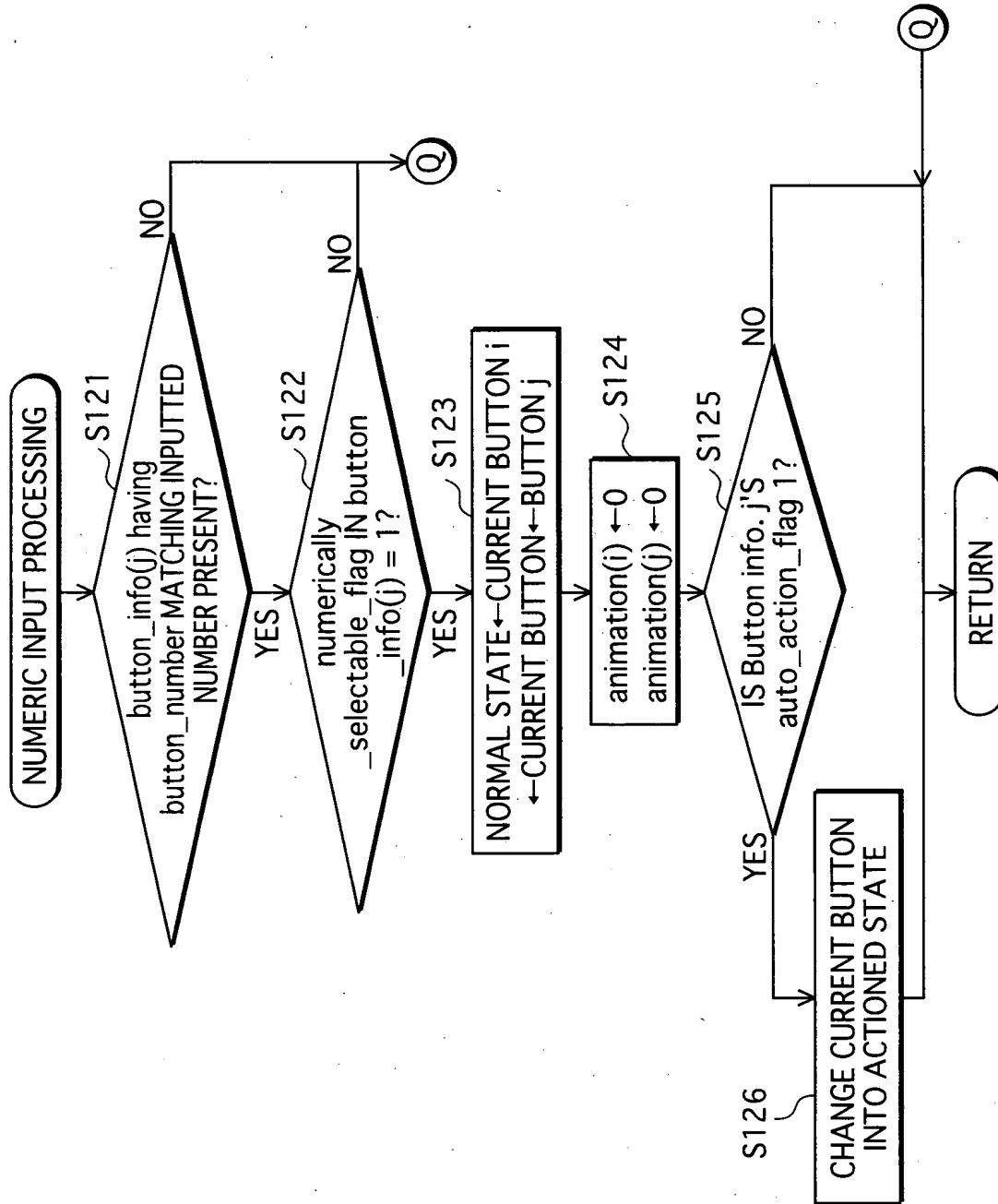


FIG. 4.9

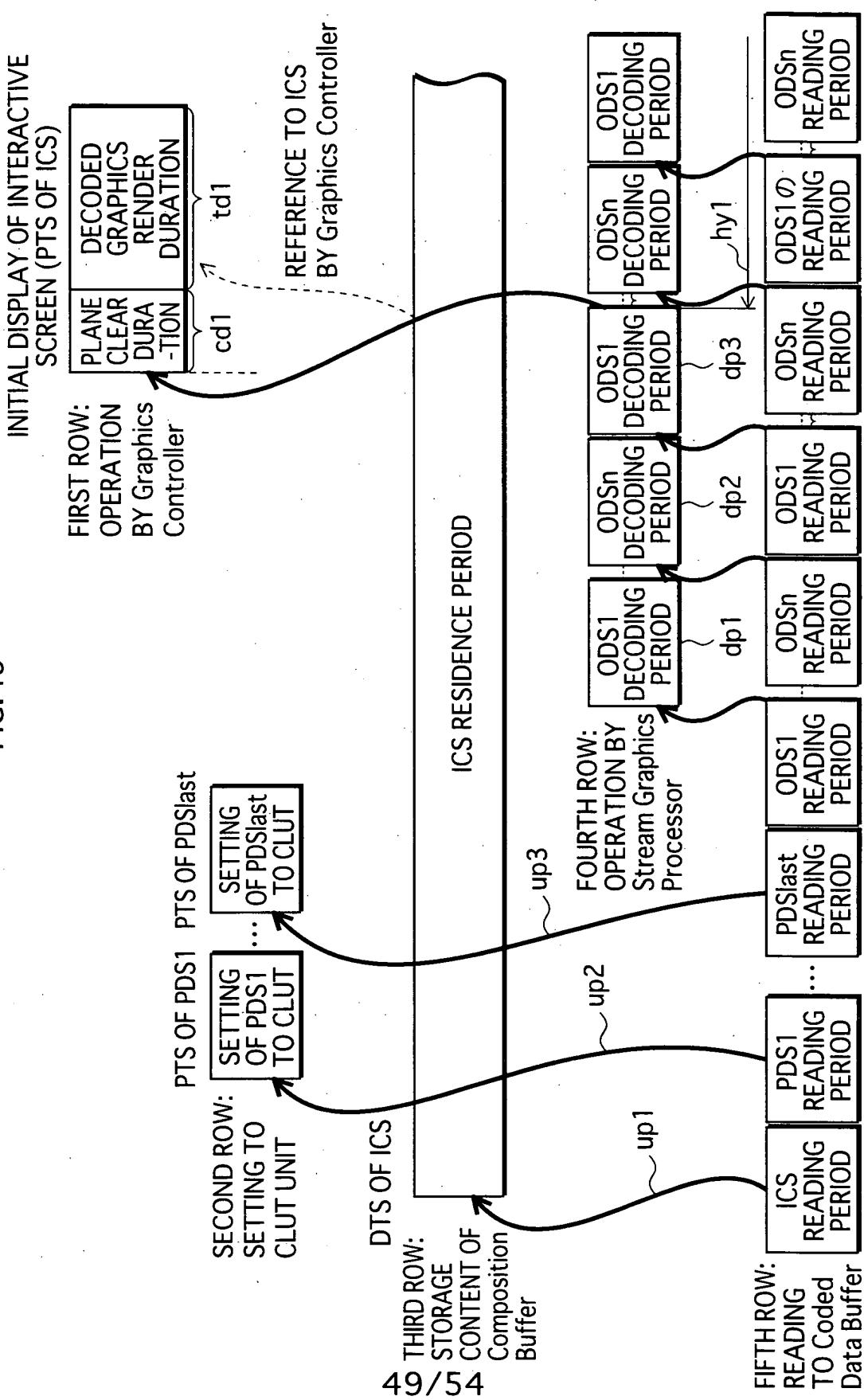


FIG. 50

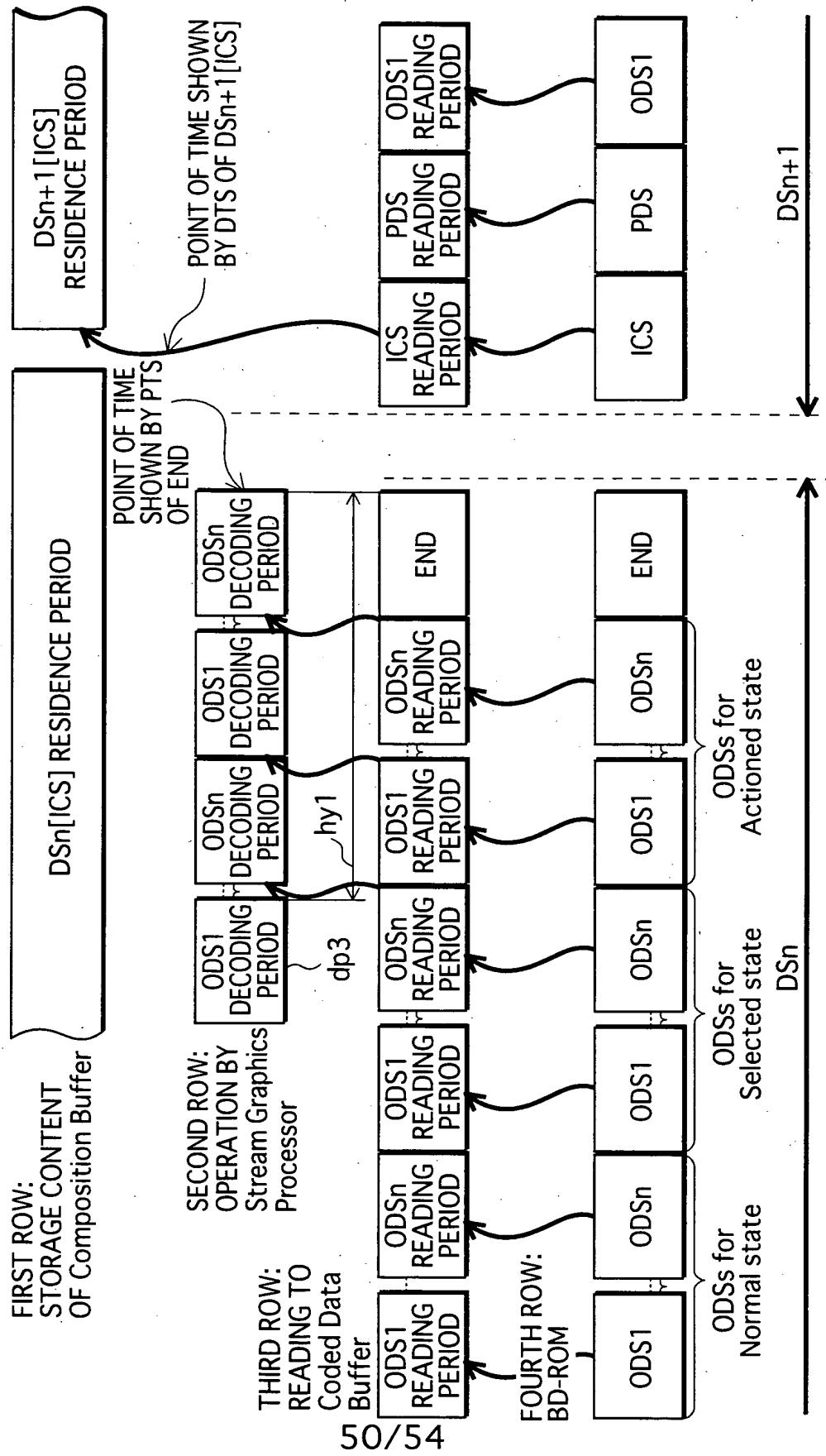


FIG.51

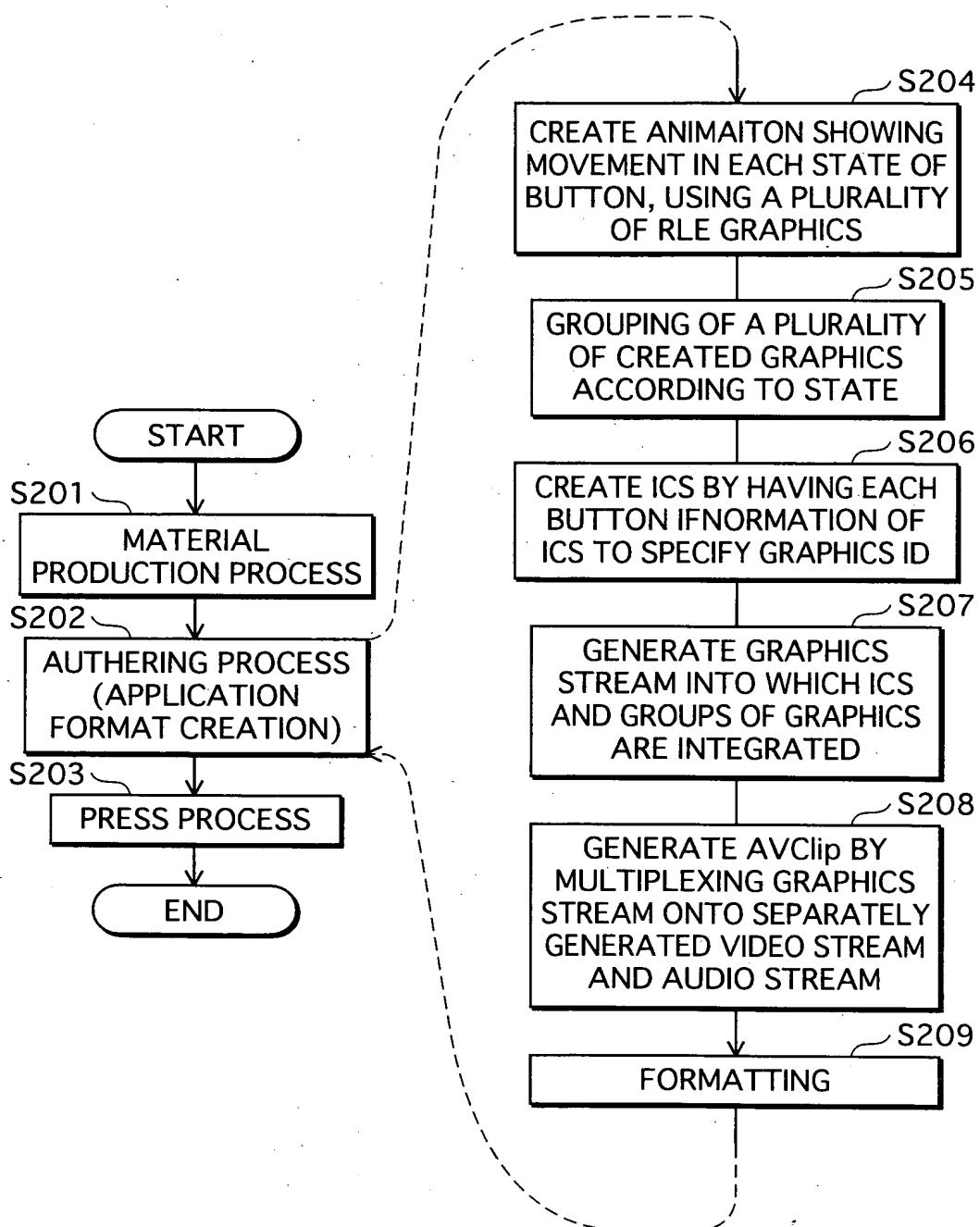


FIG.52

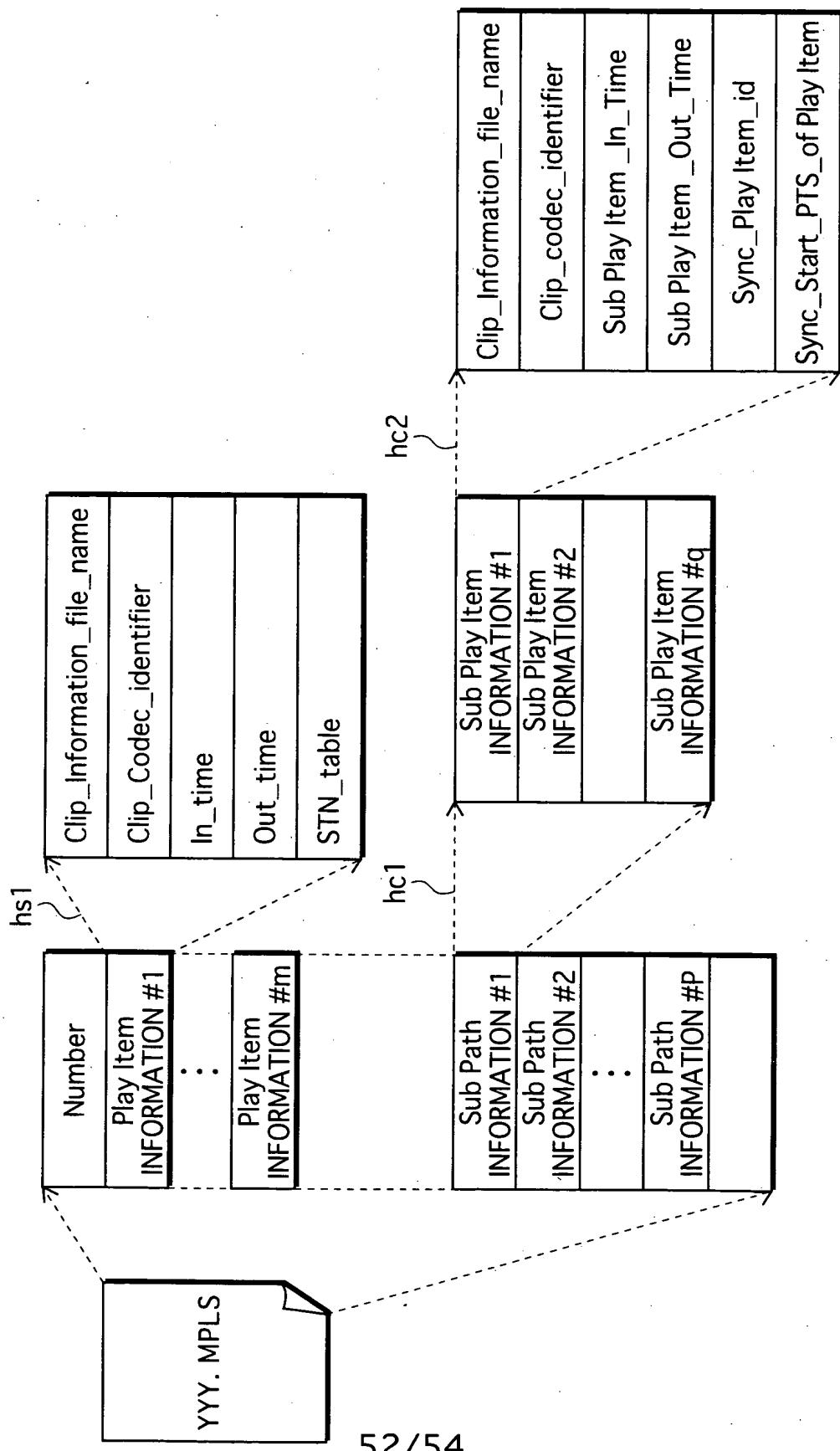


FIG.53

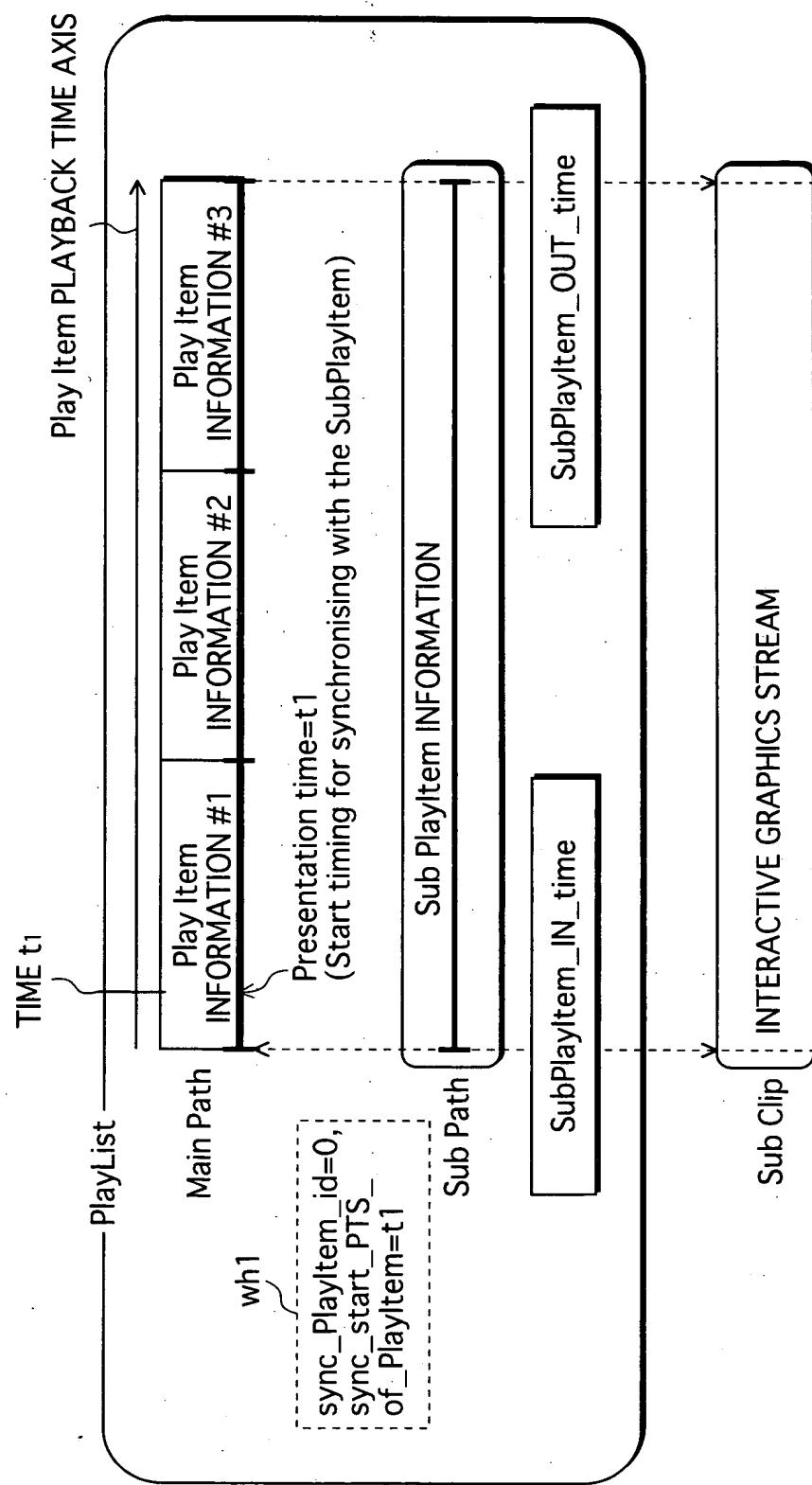


FIG. 5.4

